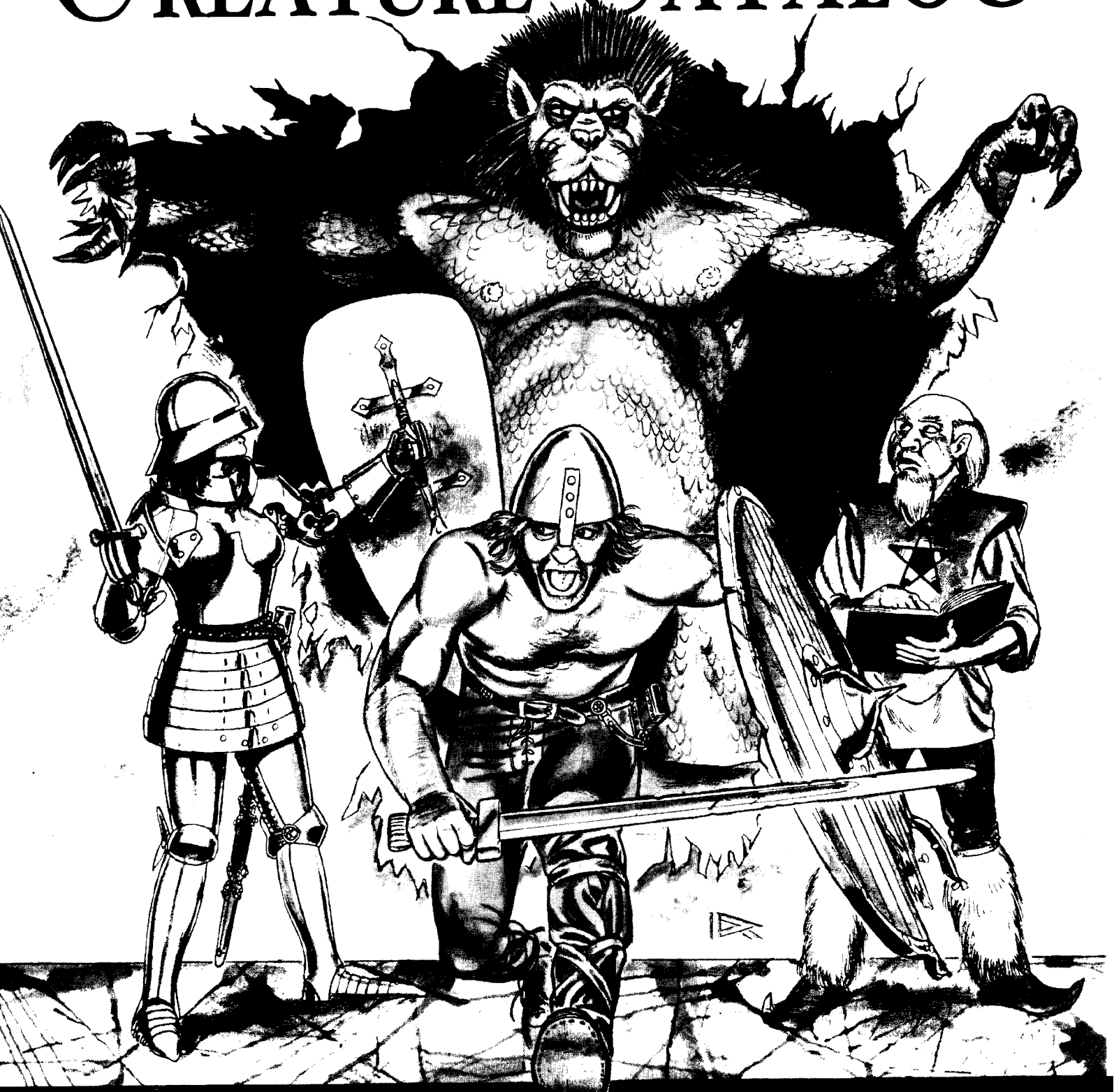
Creature Catalog



A menagerie of new monsters for you

CREATURE CATALOG

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Credits

Designers

Ed Greenwood: Killer Beetle, Giant; Bichir; Bohun Tree; Calygraunt; Cantobele; Duleep; Flailtail; Horseshoe Crab, Giant; Naga, Dark; Peltast; Scallion; Seastar; Shrike, Giant; Sind; Vurgen; Wind Steed.

Roger Moore: Amitok; Corkie; Fachan; Ihagnim; Pitcher Plant, Giant; Star Leviathan; Utukku; Venus Fly-Trap, Giant; Whale, Killer.

Mark Nuiver: Millikan.

Rosemary and Don Webb: Glasspane Horror.

Tomas Willis: Ghuuna.

Alan Zumwalt: Explodestool.

Artists

Marsha Kauth: Bohun Tree; Duleep; Flailtail; Pitcher Plant, Giant; Sind.

Dave LaForce: Millikan; Naga, Dark; Scallion; Venus Fly-Trap, Giant.

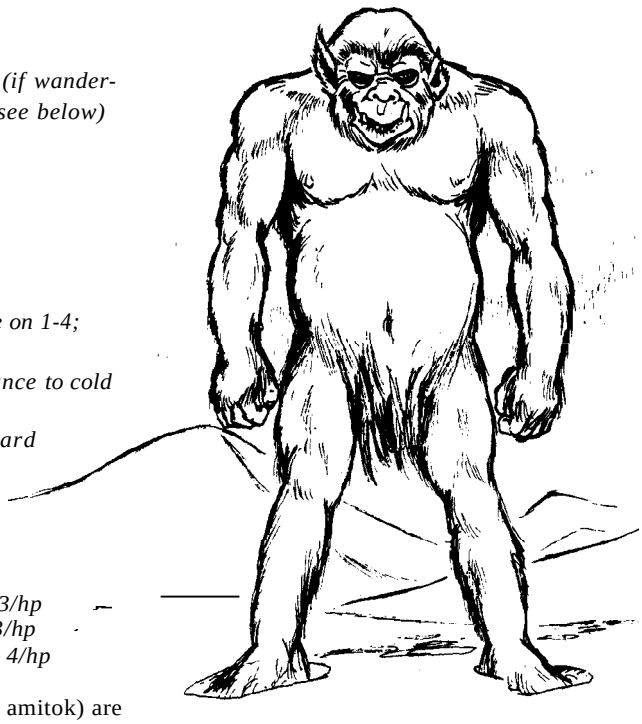
Bob Maurus: Beetle, Killer; Cantobele; Fachan; Ghuuna; Horseshoe Crab, Giant; Ihagnim.

Roger Raupp: Amitok; Calygraunt; Explodestool; Shrike, Giant; Star Leviathan; Utukku; Vurgen; Whale, Killer; Wind Steed.

David C. Sutherland III: Bichir; Corkie; Glasspane Horror; Peltast; Seastar.

AMITOK

FREQUENCY: *Rare*
NO. APPEARING: *3-30 males (if wandering); 6-60 males (if in lair; see below)*
ARMOR CLASS: *7*
MOVE: *12"*
HIT DICE: *2 + 2*
% IN LAIR: *25%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2 claws*
DAMAGE/ATTACK: *2-5/2-5*
SPECIAL ATTACKS: *Surprise on 1-4; shamans use spells*
SPECIAL DEFENSES: *Resistance to cold and poison*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral evil*
SIZE: *L (7' tall)*
PSIONIC ABILITY: *Nil*
AttackIDefense Modes: *Nil*
LEVEL/X.P VALUE: *III/65 +3/hp*
Level 1-3 shamans: III/80 + 3/hp
Level 4-5 shamans: IV/175 + 4/hp



Amitoka (the singular form is amitok) are also known as snow goblins; they are descended from hobgoblin stock but long ago adapted to arctic and subarctic climates. Amitoka are very broad in build. Their bodies are covered in light gray or white fur except for their hairless, pale blue faces and hands. They are exceptionally strong (16 strength for adult males, 14 for females), but do not use weapons in combat other than their claws.

Amitoka are carnivorous and hunt frequently. Their coloration allows them to surprise opponents in snowy or icy environments on a roll of 1-4 on a six-sided die. They fear no creature; groups of amitoka have been known to attack even a solitary frost giant, and they usually win out, even though many of the group may die in the assault. After a battle, they gather all the dead (including their own) and bring them back to their lair for a feast.

Amitoka lairs are short tunnel systems dug into deep snow, usually with 2-5 large communal rooms for the colony. There are half as many females as males (females have 2 HD, attack with two claws for 1-4/1-4), and twice as many young as the total number of adults (young have 2-7 hp, attack as 1-1 HD monsters for 1-4 damage). Only males go hunting, but females defend the tunnels with great ferocity (getting a +2 to hit). The amitok culture is completely oriented toward getting food, and all creatures are regarded as potential food sources.

A thick layer of fat keeps amitoka safe from normal chilling cold, and also allows them to take half damage from all cold-based spells or attacks. The fat layer also gives them a +4 bonus on saves vs. poison that must penetrate this layer to work, such as poisoned arrows and wyvern stings.

Colonies of amitoka are 25% likely to have tribal pets that are used in hunting. These pets are 70% likely to be hoar foxes and 30% likely to be winter wolves. Those tribes that have winter wolves are able to speak the wolves' tongue in addition to their own corruption of the hobgoblin language (understandable to 30% of all hobgoblins). They know no other languages.

Arnitoka worship Cryonax (see the FIEND FOLIO® Tome). Each tribe is ruled by a shaman devoted to that deity. An amitok shaman is larger and stronger than its fellows (equivalent of 18 strength, 8' tall, *3-6/3-6* damage), and has the abilities of a 2nd- to 5th-level cleric, adding 1d4 hp to its base hit points (2 + 2 HD) for every clerical level over the first. Thus, a 4th-level shaman has 2 + 2 HD, plus 3d4 hp. For every two levels of clerical ability, the shaman will fight as if one hit dice better on the monsters' "to hit" table in the DMG, so a 4th-level or 5th-level shaman will fight as a 4 HD monster. The male amitok with the greatest number of hit points in the tribe besides the shaman serves as the shaman's successor, and is able to cast spells as a 1st-level cleric. See the DMG (p. 40) for further information on shamans. Amitok shamans do not need or use material components for any of their spells, and need only meditate overnight to recover them.

Treasure is generally not collected or used by these beings. Some tribes have found that a pile of treasure placed near a well-used trail tends to draw passersby; ambushes are often arranged at such places. Aside from worthless items such as old furs, boots, and broken weapons, such treasure piles may contain a 20% chance each of treasure types J (x100), K (x100), L (x50), M (x10), and N (x10), as well as the usual chance for type Q. In addition, there is a 10% chance that the pile will contain a random magic item.

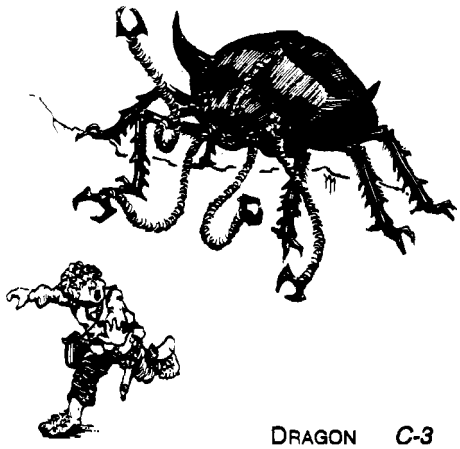
Amitoka hate all humans and demihumans, and dislike all other creatures except themselves. They have been known to cooperate at times with quaggoths, and the two creature types are often mistaken for one another in arctic terrain. Amitoka are considered giant class humanoids for purposes of attacks made against them by rangers. Some barbarian human tribes who dwell in the polar wastes refer to amitoka as "demons," which can confuse adventuring parties as to the creatures' true nature.

BEETLE, Killer

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *3*
MOVE: *11"*
HIT DICE: *9*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *4 clawed tentacles*
DAMAGE/ATTACK: *1-10 (x4)*
SPECIAL ATTACKS: *Psionics; multiple attacks*
SPECIAL DEFENSES: *Psionics; immune to petrification, heat, will-force spells*
MAGIC RESIST4NCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral*
SIZE: *L (12' long)*
PSIONIC ABILITY: *202*
Attack/Defense Modes: *ABE/FG*
LEVEL/X.P. VALUE: *VII/l800 + 12/hp*

Killer beetles, or arathas, are thankfully rare. These tireless hunters inhabit non-mountainous warm or temperate regions, avoiding heavily populated areas. Solitary by nature, they live on creatures located by thought and scent; they highly prize brain moles, and are also partial to the flesh of halflings and owlbears. In a pinch they will eat any meat, and are greatly feared by common folk because of their powers and toughness.

The massive, curved carapaces of arathas resist squeezing and crushing, and the beetles are immune to fire, other heat-related attacks, and petrification. They are



also immune to will-force spells (see Players Handbook, p. 11, under Wisdom Table I), but otherwise have standard magic resistance. They attack prey by means of their four fearsome tentacles, and also have psionic powers.

Arathas use the following psionic disciplines at the 9th level of mastery: *animal telepathy, body equilibrium, empathy, molecular agitation,* and *suspend animation.* They employ these powers habitually to avoid powerful foes (or to assault them psionically if cornered), to locate and stalk victims, and to strike when a victim is disoriented, upset, confused, or injured. When an aratha grows old and weak, it seeks out a powerful enemy and attacks, so that it will die in battle. Arathas mate once in life; 2-4 months after mating, one of the partners bears 1-3 live young, the parent dying afterward.

Killer beetles grasp and hold prey by means of four 20'-long tenacles. These tentacles are retractable, collapsing to as small as 8 feet in length. Each tentacle ends in a pincerlike claw that closes with bone-crushing strength. An aratha can reach in any direction (including behind itself) with great speed, and can "see" behind itself by means of light- and movement-sensitive organs (primitive "eyes") located on its belly and back. An aratha has two eye clusters at the front of the carapace, three legs on each side of its body, and a grinding, irislike mouth at the front underside of its body. An aratha does not bite opponents, but merely chews flesh that is torn away and conveyed to the mouth by the tentacles. An aratha's carapace softens and rots after the creature's death, but the claws can be salvaged and fashioned into ever sharp, unbreakable arrow and spear points.

BICHIR

FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *6*
MOVE: *5"//14"*
HIT DICE: *5-7*
% IN LAIR: *40%*
TREASURE TYPE: *J, K, L, M, N, Q. S, X (up to 3 types per individual)*
NO. OF ATTACKS: *1 bite*
DAMAGE/ATTACK: *3-12*
SPECIAL ATTACKS: *Entangling*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *60%*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *L (9'-12' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *5 HD, IV/205 + 5/hp*
6 HD, V/350 + 6/hp
7 HD, VI/525 + 8/hp

The bichir inhabits marshes and thickets along lake shores and river banks. Despite the nickname it has acquired ("marsh lizard"), the bichir is actually a curious creature related to sharks and fishes. It has both gills and a lunglike swim bladder, and must come to the surface and gulp air at least once every turn to survive. Giant bichirs can also "walk" on land, although they must keep their skin moist, and they will never stray far from water.

The bichir gets its nickname from its strong pectoral fins, which it uses to stand or walk upon (as a seal walks on its flippers, dragging its body behind). Often it will stand immobile with its head raised, in the manner of a lizard. When hunting, it moves slowly forward like a snake, freezing momentarily to sniff around and then move forward again. Because its eyes are adapted for underwater vision, it can see only 2" ahead of itself on land (but up to 8" in water, although muddy conditions lessen this range). It has a keen sense of smell that works better in the air (9" range) than underwater (2" range). It can sense underwater vibrations up to half a mile away.

Bichirs prey on worms, frogs, fish, insects (including giant species), and animals up to the size of tall (9') humanoids. A bichir prowls whenever it encounters something new or unusual, and whenever it is hungry It can dart backward almost instantly underwater if alarmed. When swimming rapidly (which it can do all day, if need be) it flattens its fins close to its body and drives itself through the water with side-to-side wriggling like that of an eel.

The bichir can cast an *entangle* spell on plants (not including intelligent sorts, such as shambling mounds) up to 6" away, 6 times per day. It can do this in six consecutive rounds if necessary, and will always employ the power to escape from powerful opponents or to aid in killing formidable ones. The bichir is naturally resistant to spells, but fears magic and will avoid or seek to ambush creatures employing magic in its vicinity. It does not value treasure, and will possess only items swallowed while devouring prey. Its favorite food is said to be the flesh of lizard men.

The bichir breeds whenever its swamps are flooded (e.g., by spring run-off), males and females traveling far to seek each other out. The female will bear 1-3 newtlike, feathery-gilled young 3-6 months after mating. These young typically have AC 8, MV 3"//14", 2-3 HD, and bite for 2-4 damage. They can *entangle* only three times per day, but possess the same magic resistance as an adult bichir.

Bichirs look like long, thick-bodied, powerful fish with white-fanged jaws, black pupil-less eyes, and a camouflage brown/cream coloration (in alternate bands on fins and tail, darkening to black with white mottlings on the head). They have flat heads, smooth scales, a broad tail, a fringe of joined finlets running along their backs, and fan-shaped. powerful pectoral fins. Bichirs cannot speak, but sometimes emit a breathy, open-mouthed panting noise, presumably to signal or attract prey.

BOHUN TREE

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *5 (main trunk)*
MOVE: *Nil*
HIT DICE: *10 (main trunk)*
% IN LAIR: *100%*
TREASURE TYPE: *C*
NO. OF ATTACKS: *1-6 thorn missiles*
DAMAGE/ATTACK: *2-5 per thorn*
SPECIAL ATTACKS: *Poisonous fruit; missiles; root drain; multiple attacks*
SPECIAL DEFENSES: *Root system; immune to will-force spells*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral evil*
SIZE: *L (trunk 30'-60' tall, branches and roots up to 120' long)*
PSIONIC ABILITY: *Nil*
AttacklDefense Modes: *Nil*
LEVEL1X.P. VALUE: *VII/2850 + 14/hp*

The bohun tree, or "tree of death," is found only in deep woodlands. Such trees are always solitary, but are surrounded by other varieties of trees on which they feed. The bohun tree, usually brownish grey or greenish grey, can be distinguished by its massive trunk and unique blossoms.

The bohun tree's branches usually start 10 to 12 feet above the ground and spread out horizontally from the top of the trunk; on them hang thick clusters of dark red, luscious fruits. These smooth- and soft-skinned fruits resemble giant grapes, and if bruised or cut open, they exude a vapor within a 60' radius that either induces *sleep* (80% chance), paralyzes the lungs and slays by suffocation (10%), or has no effect (10%) This effect (or lack of one) is deter-

mined separately for each fruit that bursts. A would-be victim is entitled to a save vs. poison to avoid either of the damaging effects. The tree will deliberately cause 1 fruit to burst every other round if it is attacked. The vapor's odor resembles that of crushed apples or fresh cider.

The flesh of the fruit may be fatally poisonous if ingested (eater must save vs. poison at -4), causing painful acidic reactions within the stomach. A victim will usually go into violent convulsions that will continue even after he has fainted from the pain, lasting 2-8 turns until death occurs. Ninety percent of all elves, centaurs, and satyrs are immune to the effects of the tree's poison. Pixies, treants, stirges, and undead creatures are entirely immune.

Against creatures that approach too closely, a bohun tree directs the thorns that grow on its branches between fruit clusters. These 18-inch-long thorns are flexible, sharp, and weighted so they will fly true. They are fired from the tree by means of sap pressure. A bohun tree has 30-60 thorns at any time, and can regrow 1-4 per day after some have been fired. It hurls these

with deadly accuracy and force (as a 10 HD monster hurling missiles) up to 9", firing 1-6 per round at targets within range (medium and long range modifiers apply). The thorns do 2-5 points of damage each.

The bohun tree has keen eyesight; hundreds of compound eyes stud fissures in the trunk and grow amid the fruit clusters. It uses this eyesight to home in on the targets of its thorn attacks and also to locate assailants that it can entrap with its roots. The bohun tree can send roots tunneling through the ground, breaking the surface where a target is located and (on a successful "to hit" roll) binding the target's arms or legs (50% chance of either). A target immobilized in this way is more likely to be hit by attacks from the tree's thorns (+4 to hit vs. any target in range). Only one root will attach to any target, and a maximum of 5-8 roots will attack in this way during any single combat episode. A root is AC 9 and has an effective strength of 17 so that its grip can be broken only by a character or creature with a strength of 18 or greater. Each root that attaches to a target will take 2-7 points of damage (determine separately for each root) before being severed.

A bohun tree will cease combat when all of its thorns are gone or after the loss of all of its attacking roots. It can be slain if the main trunk takes damage equal to its hit points (root damage does not count in this total), or by the application of a *power word kill* spell.

CALYGRAUNT

FREQUENCY: *Very rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *7*
MOVE: *14"*
HIT DICE: *2 + 4*
% IN LAIR: *25%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *2 claws or 1 weapon*
DAMAGE/ATTACK: *1-4/1-4 or by weapon type (-1)*
SPECIAL ATTACKS: *Control magic items*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *70%*
INTELLIGENCE: *High*
ALIGNMENT: *Chaotic neutral*
SIZE: *M (4' high at shoulder)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IV/160 + 3/hp*

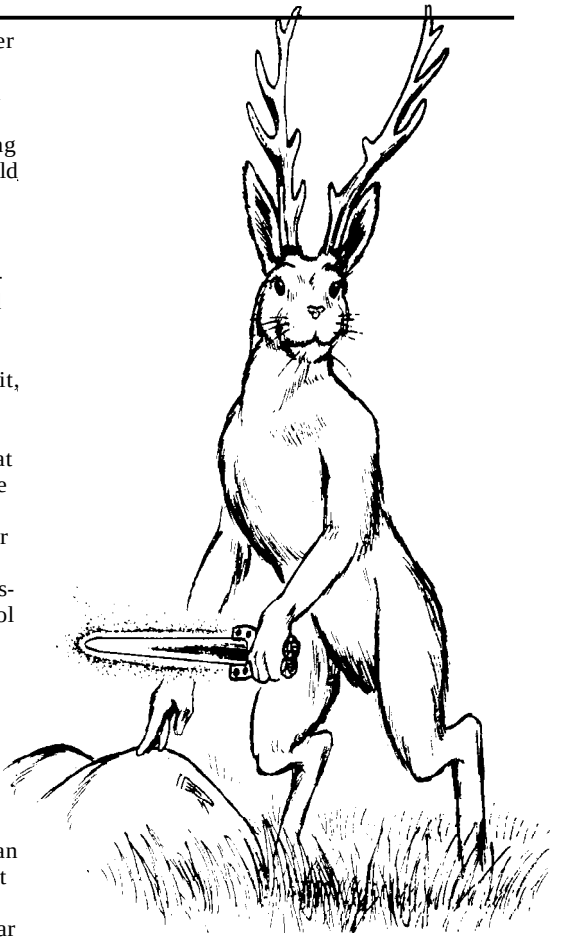
The calygraunt, or "feystag," is often whispered of in taverns where adventurers and miners gather, for it is found only in the deepest woods, caverns and delvings, and is a fearsome opponent.

A calygraunt can sense the dweomer emanating from enchanted items and can identify the type, specific functions, and strength (number of charges or spells remaining) of an item. This power has a 90% chance of success, modified as follows: -20% if a spell of any type has been cast upon the feystag; -60% if a *confusion* or *feeblemind* has taken effect on the feystag; or -40% if the creature is under psionic attack (these debits are not cumulative; choose the greatest loss in any multiple-attack situation), and +25% if the calygraunt has observed any magical power or function of the item under study in use. A calygraunt may study only 1 item per round, but it may do so in addition to other physical, mental, and magical activity. A feystag free of *confusion* or *feeblemind* will instantly be able to detect all dweomers within a 6" radius and rank them according to strength (energy or charges stored or held ready), seeing them as auras of differing luminosity.

A calygraunt may learn enough from studying a magical item to be able to operate it. If the item is activated by command word only, the calygraunt will speak that word. If use of the item or power requires somatic gestures, a calygraunt cannot use it, but if an item can be activated by will or mental command, a calygraunt within 2" may activate it. There is a 40% chance that any item can be so activated (providing the calygraunt has successfully identified it); this chance is modified in the same manner as the chance of identification.

Unless the creature gains physical possession of an item, it will not be able to control the direction of the effects, but often the manner in which an item (such as a wand or ring) is worn or carried will cause it to harm the bearer or those nearby when "turned on" (e.g., a *ring of shooting stars* could shoot at the wearer's foot).

A calygraunt cannot activate or control an item it has not identified, nor can it attempt to identify a specific item more than once in any day (assuming the first attempt fails). The bearer of an item can wrest control from a feystag operating it from afar if the control method is physical (such as the studs upon a *rod of lordly might*), or by speaking the proper command words, but if the item is customarily controlled by mental force, the bearer's combined intelligence and wisdom must be more than 32 to seize control. If the opponent's combined intelligence and wisdom scores are less than 29,



then he must save vs. spells or be confused for 1-6 rounds. A calygraunt can never *charm* or force its will upon another through this sort of mental contest.

A calygraunt can activate only one item once per round, although items such as a *sword of dancing* or certain *Quaal's feather tokens* that operate continuously for more

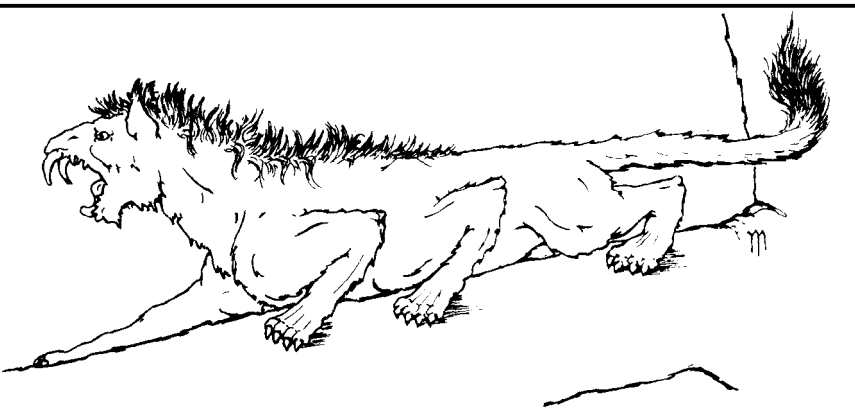
than a round will do so even after the calygraunt, after activation, has turned its will to the control of something else A feystag will not activate items without deliberate intent; its mere presence does nothing to awaken magical power.

A calygraunt may repeatedly acrivate any item that is not designed to operate only once. One is known to have guarded its lair with a wand of frost wedged between two rocks so as to command the approach to its treasure, and activated the item repeatedly to slay or drive off intruders. Calygraunts hoard magical items and delight in exercising control over them. They are (of course) interested in acquiring more. (Note: some artifacts and relics defy identification, or lack a dweomer of suficient strength to allow a calygraunt to successfully learn their powers.)

The calygraunt gets its nickname from the staglike, frond-branched horns which adorn its catlike head. It has a coat of dusty brown hair, and has two clawed forearms which can awkwardly (-1 to hit and on damage) wield one-handed weapons. A calygraunt can speak its alignment language, the common tongue, and the languages of creatures nearby. Rarely will feystags dwell among men; those who do often bargain with or sell information they learn from studying items brought to them. In the wild, feystags are solitary but occasionally a mated pair will be encountered. Calygraunts are omnivorous, but prefer to eat plants, particularly mint and mistletoe.

CANTOBELE

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *7*
MOVE: *13"*
HIT DICE: *2-4*
% IN LAIR: *20%*
TREASURE TYPE: *C, Q*
NO. OF ATTACKS: *6 claws, 1 bite, and 1 tail slap*
DAMAGE/ATTACK: *1-4 (x6)/2-8/1-6*
SPECIAL ATTACKS: *Spell use; multiple attacks*
SPECIAL DEFENSES: *Immune to cold*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral evil*
SIZE: *L (7'-9' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *2 HD, III/89 + 2/hp*
3 HD, III/135 + 3/hp
4 HD, IV/200 + 4/hp



Cantobeles are weird creatures encountered in wilderness areas, particularly in swamps and forested ravines. A cantobele has a high-pitched, soft, feminine voice, and uses it effectively to lure prey and deceive hostile creatures by remaining hidden in underbrush and employing its voice in combination with its innate abilities of *ESP* (9" range) and *tongues*. Cantobeles hide from view until they are close enough to spring onto prey. The name of the creature is derived from the strange, beautiful ringing sound, like a chorus of chiming bells, which the cantobele emits after making a kill.

Cantobeles fight with all three of their pairs of legs and with their powerful fangs. A cantobele's tail can also strike (1-6 damage), but it is usually used for balance when the creature uses all its claws. Cantobeles prefer to spring upon opponents, knocking them flat and raking and biting before the victim can rise to defend itself.

A cantobele can cast one *misdirection* and two *ice storm* spells every day, but can take no other action in the round in which the spell is cast. Cantobeles suffer no damage from cold. They have 11" infravision and eyes which filter out glare, and are never blinded or dazzled by snow or bright lights. Their claws and six-legged gait make them sure-footed on the slickest ice, in deep snow, or on tree boughs. Cantobeles hoard victims' treasure for use in bargaining.

Cantobeles are large and heavily muscled, but sleek in the manner of the great cats. A cantobele has a broad tail with very short fur, ending in a tuft of long black hairs. The rest of the creature's body is covered with thick fur, ranging in color from grey-white to tawny depending on habitat and season (colored for camouflage), and maturity (darker, more intense coloration denotes youth). The long mane of the cantobele matches its body and tail fur. A cantobele's eyes are startlinqly human in appearance, the pupils hrown or mauve.

CORKIE

FREQUENCY: *Uncommon*
NO. APPEARING: *2-5*
ARMOR CLASS: *8*
MOVE: *15" (3")*
HIT DICE: *1 + 1*
% IN LAIR: *40%*
TREASURE TYPE: *10% chance each of types J-M*
NO. OF ATTACKS: *1 bite or 2 horns*
DAMAGE/ATTACK: *1-4 or 1-3/1-3*
SPECIAL ATTACKS: *Poisonous bite*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *S (4' long)*
PSIONIC ABILITY: *Nil*
AttackIDefense Modes: *Nil*
LEVEL/X.P. VALUE: *II/28 + 2/hp*

Corkies are giant rodents that inhabit hilly regions, so named because they dig burrows that descend in corkscrew spirals. The creature has short legs (which can move its body at impressive speed above or below ground), a stubby tail, and a head shaped like a groundhog's at the front of its long and heavy body. Two daggerlike spikes, used as goring weapons, project up from the corkie's muzzle between the eyes, pointing left and right. Corkies have light brown fur with rust brown stripes. A furrier will pay up to 10 gp for a corkie pelt.

A corkie burrow spirals down from an entranceway usually hidden under an overhanging rock and further concealed with sticks and brush, giving would-be intruders only a 10% chance of noticing the entrance. The main entry spiral drops 10' to 30' and then opens into a chamber about 5' high and 8' in diameter, from which several other

tunnels may branch off going up, down, or straight. All upldown tunnels have the same corkscrew shape. Various chambers may be set off to the side of the entrance spiral or other upldown passages; the overall layout of a corkie burrow is rather chaotic, and mapping one can be difficult. Rooms and chambers may be used for food storage, hibernation rooms, nursery rooms, and so forth. Tunnels connecting the chambers are 3' in diameter, and rooms vary in size from 5' to 10' across.

Abandoned corkie tunnels have been used at times by small demi-human and humanoid races, not to mention other sorts of creatures. Halflings, kobolds, gnomes, goblins, and dwarves, being more able to move in such confined spaces, may negotiate corkie tunnels without trouble even if armored, and may conduct melee normally if weapon length and space permits. All races larger than these take a -2 penalty on "to hit" rolls, cannot use shields or armor heavier than leather (to avoid becoming stuck), and must move on hands and knees (3" movement). Abandoned corkie lairs are sometimes used by such monsters as giant ants, small wolves and wild dogs, and giant rats.

Corkies are easily frightened and rarely do harm to any creatures, since they eat only vegetable matter. However, they will defend their lair at all costs, biting (50% chance) or ripping with their two horns (50%) in any particular round. Anyone bitten by a corkie must save vs. poison or suffer the effects of a neurotoxin in the creature's saliva (to which corkies are immune, though other poisons affect them normally). The poison causes temporary damage to the victim's nervous system; dexterity is lost at a rate of 1 point per round after being bitten, until a dexterity score of 1 is reached, at which time the character bitten is seized by uncontrollable shaking and twitching, unable to attack or move. In addition, those affected by the poison will go blind 2-8 rounds after being bitten. The effects of the poison last for 3-12 hours but leave no aftereffects.

There is a 10% chance of finding 1-3 young corkies (1-4 hp each) in a burrow with the 2-5 adults; they have no effective attack. The adults, if hard pressed by intruders, will snatch up the young by the scruffs of their necks and flee the burrow by an unobstructed exit.

Corkies collect little treasure and are generally left alone by trappers and hunters. At times, a corkie lair will extend into old cavern or dungeon complexes, and in such cases the tunnels are used as unconventional entrances and exits by the inhabitants of the complex or by adventurers. Gnomes may communicate with corkies, as they can with all burrowing mammals; corkies will generally not attack gnomes and may even allow them to pass through or stay in their burrows for a short while.

DULEEP

FREQUENCY: *Very rare*
NO. APPEARING: *1-8*
ARMOR CLASS: *9*
MOVE: *6"*
HIT DICE: *½-6*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 shock*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Lightning bolt*
SPECIAL DEFENSES: *Many immunities*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *S(varies)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *II to V/34 + l/hp to 425 + 6/hp*

Duleeps are small, amorphous creatures that resemble thick grey sheets, wisps, and filaments of dusty cobwebs. They are nomadic omnivores found in subterranean and wilderness areas, preferring stony surroundings such as caverns or ruins. They can sense the presence of other duleeps, vibrations, and variations in the heat of their surroundings very keenly to a maximum range of 8". A duleep spends its life in an endless hunt for plant life, carrion, and live prey. It will wait motionless to drop onto or be blundered into by creatures it senses nearby.

Duleeps seem to flow over surfaces, moving like caterpillars on millions of tiny filaments, and may fuse together into larger creatures. They are unaffected by fire, water, heat, or cold attacks. Blows from edged weapons do full damage to these creatures, but when hit they will split into two smaller wisps, each of which will continue to advance upon prey (count each duleep "fragment" as having half the "parent's" remaining hit points, rounding fractions up). Duleeps attack instinctively and cannot be subdued or repelled by fear, repulsion, or similar spells. Blunt weapons do half damage to duleeps; the filaments of their bodies stretch and yield to absorb some of the shock of the blow.

Duleeps convert ingested matter into electrical energy, which they use to aid them in movement and to stun or slay prey, such as small rodents. The touch of a duleep is like a *shocking grasp* — the electrical shock does at least 1-4 points of damage per round (1-6 if the duleep is of 3-5 HD, and 2-8 damage for a 6 HD type) to any creature whose bare skin or conductive armor or weaponry comes into contact with a duleep.

Duleep may also fire a miniature *lightning bolt* (2" range, 3-12 damage) up to twice per turn; one with less than 9 hit points (or one that has been reduced to 9 hp or less) can only unleash one bolt per turn. All duleep fragments have this ability, so a duleep separated into two smaller ones may unleash two such attacks. Note that separation occurs only as a result of an opponent's attack or physical situation — a duleep cannot deliberately split into smaller wisps. Duleeps absorb all electrical energy, magical or natural, and will permanently gain one extra hit die for every 8 hp of electrical energy they absorb (the hit points gained from the new hit die are randomly determined), causing them to grow visibly. Duleeps move and act independently, but they can sense the direction and size of other duleeps within 8", and one will attempt to join with another wisp if the former is reduced to 8 hp or less (adding its hit points and hit dice to those of the larger creature, up to a 6 HD maximum).

Duleeps may climb the walls and ceilings of any material and texture; they never slip, and may grasp a surface so strongly that they cannot be removed by any physical or magical attack that fails to slay the creature.

Duleeps have no visible sensory organs or specialized body parts and appear to consist of colonies of microscopic, identical cells with limited sentience, highly developed locomotive and sensory faculties, and the ability to convert organic matter to electrical energy.

EXPLODESTOOL

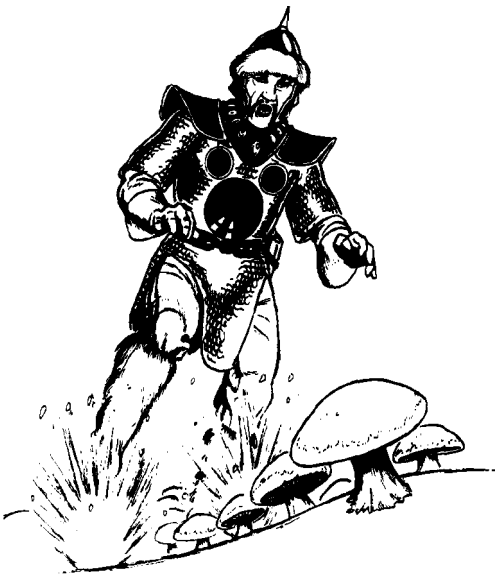
FREQUENCY: *Uncommon*
NO. APPEARING: *10-100*
ARMOR CLASS: *10*
MOVE: *Nil*
HIT DICE: *1 hit point*
% IN LAIR: *100%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 explosion*
DAMAGE/ATTACK: *1-2*
SPECIAL ATTACKS: *Deafening*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *S (1 inch high, 2 inch diameter)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *I/8*

Explodestools appear to be normal, edible mushrooms, and are only discernible for what they are by a ranger or druid of 5th level or higher, or by a sage who has studied plants and fungi. They are 50% likely to be found with normal mushrooms, and they

grow anywhere above or below ground where other fungi grow.

If a ripe explodestool is touched, it will explode like a firecracker, doing 1-2 hp damage to the disturber and 1 hp damage to all others within a 10' radius of it. All beings within 10' will be deafened for 1 turn if they fail a saving throw vs, paralyzation. The deafening causes a ringing sound in the victim's ears. This ringing has a chance of ruining a spell that the victim is trying to cast if the spell has a verbal component (because the ability to hear has a great effect on the quality of one's speech). The chance of failure is 50% minus 1% per level of the caster, plus 1% per level of the spell. Thus, a 12th-level magic-user trying to cast a cloudkill spell has a 43% chance (50% -12% +5%) of having the spell ruined if he is deafened before the casting ends.

A bursting explodestool has a 90% chance to set off any other explodestool within a 10' radius of it. This phenomenon can cause a chain reaction that can be devastating to a group. (A separate saving



throw vs. deafness must be attempted for every explodestool that is set off within 10' of a potential victim.) Explodestools can be destroyed by fire or cold-based attacks without setting them off, but any attack involving physical contact with a ripe explodestool will cause it to burst — including a real blow from a weapon such as a frost brand or flame tongue sword. However, these weapons will kill an explodestool if they are held near it without touching it.

When an explodestool bursts, it scatters spores in a 50' radius if there is no wind, or up to 200' away in the direction of the wind current if one exists. These spores can be collected and stored in a dry container for up to a month without losing their potency. It takes four days for an explodestool to become fully grown from a spore and able to explode. Most explodestool colonies have immature specimens growing on the edge of the colony, so adventurers will usually have trouble identifying an explodestool colony untd they are in the middle of the group.

Some castle owners plant explodestools (often mixed with normal mushrooms, so the enemy won't know where it's safe to step) around the structure's outer walls as a warning and protection device.

FACHAN

FREQUENCY: *Very rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *4*
MOVE: *12"*
HIT DICE: 6 + 3
% IN LAIR: *20%*
TREASURE TYPE: *D*
NO. OF ATTACKS: *1 kick or 1 weapon*
DAMAGE/ATTACK: *2-12 or by weapon type (plus strength bonuses)*
SPECIAL ATTACKS: *Hurling rocks*
SPECIAL DEFENSES: *Surprised only on a 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Chaotic evil*
SIZE: *L (9'-11' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *V/475 + 8/hp*

The fachan is an unusual creature that lives in rocky, unforested hills and rough terrain. It is vaguely humanoid in appearance, but has only one arm, one leg, and one eye (set in the center of its face like that of a cyclops). The leg is attached to a special joint in the center of its pelvis, and the arm is joined to a socket set in the middle of its chest. In many other respects the fachan looks like an ogre; indeed, one birth in every 400 among ogrekind produces a fachan. Fachans are found with 5% of all ogre tribes, and in 1% of all orc lairs.

Fachans have dark grey-brown skin and thick, wiry, blue-black hair. Their eyes are purple with white pupils, like those of ogres. They have a life span of approximately 90 years and speak the tongues of ogres, trolls, and orcs.

The musculature of the fachan's two limbs is exceptional; the arm has the gripping and striking power of a fighter with exceptional strength (roll percentage randomly for each individual). They move about with a sort of hopping run and are quite agile. They can make great leaps of as much as 10' in distance and can clear a 6'-tall hurdle from a standing start. If unarmed, a fachan may kick or stomp creatures of 6' height or less, doing 2-12 points of damage on each successful hit. Fachans weigh between 550 and 1,000 lbs., depending on their size, but despite this bulk can leap from a prone to a standing position in one segment.

Humans and demi-humans hate fachans, mainly because the creatures share the same dietary preferences for dwarven, elven, and halfling flesh that normal ogres have. Most other humanoid creatures cannot stand them either, since fachans are prone to exceptionally cruel behavior which they will direct against anyone nearby. Only orcs and ogres have made any attempt to get along with fachans, and some orcish tribes have succeeded in getting fachans to serve as scouts and guards. Fachans have exceptionally acute hearing, enabling them to pick up the sound of approaching horsemen from up to five miles away. They can only be surprised on a roll of 1 on a six-sided die.

In combat, fachans will usually use clubs or morning stars as weapons, though some can be induced to use axes or swords. Because they have only one hand, they cannot use missile weapons or polearms, but they can (because of their great strength) use swords of up to bastard size, and they get the full "two-handed" damage results from the latter (2-8/2-16). While a fachan can use a shield to defend itself, it would be unable to hold a shield and make any attack other than by kicking or stomping; this would be an extremely rare situation.

Fachans can hurl rocks weighing up to 40 lbs. apiece to a maximum range of 60 yards, causing 4-10 points of damage for

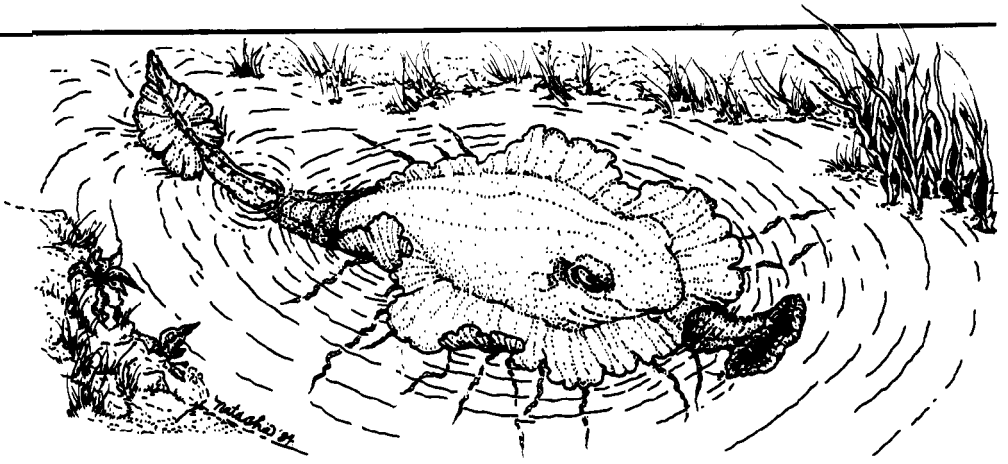
each rock that hits its target. However, the fachan's body structure and lack of depth perception (because of the single eye) cause the creature to take a -2 penalty "to hit" on a rock throw out to any range (cumulative with the -2 medium range and -5 long range penalties normally assessed). Medium range for a fachan's rock throw starts at 20 yards, and long range is anything from 40 to 60 yards.

Though fachans are technically giant-class humanoids, their weird body arrangement causes a ranger to receive only one-half (round fractions down) of the normal damage bonus thet members of that class getagainst such creatures. Dwarves and gnomes cannot evade fachans as they can ogres and giants, and fachans have normal chances to strike these smaller folk.

Alchemists and magic-users have found that the hearing organs of a fachan may be used to make potions of clairaudience, It is also known that the hide of a fachan's hand, properly treated and enchanted, may be made into a single glove or gauntlet for

either a right or left hand, depending on the handedness of the fachan from which the hide was taken (50% chance for either result). This *gauntlet of fachan power* will impart 18/00 strength to the wearer's arm, hand, and shoulder. Only one such glove may be worn by a person at one time; two of them worn simultaneously will negate each other's effects. The user gains all bonuses to grip and use a weapon in that hand (+3 to hit, +6 to damage); however, he may not lift weights that his body could not normally support, since the glove only strengthens the limb on which it is worn. The user gets a strength bonus for hurled weapons thrown by the hand wearing the gauntlet. The *gauntlet* may be used by dwarves in conjunction with a *girdle of giant strength* and a *+3 dwarven thrower* warhammer, just as if using *gauntlets of ogre power*, but humans may not use such a glove with a *hammer of thunderbolts* because the weapon is too large to use one-handed.

FLAILTAIL



FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *6*
MOVE: *//6" (//18" maximum; see below)*
HIT DICE: *3 + 3*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite and 1 tail slap*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Stunning tail slap*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral*
SIZE: *M (up to 5 ' diam.)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/85 + 4/hp*

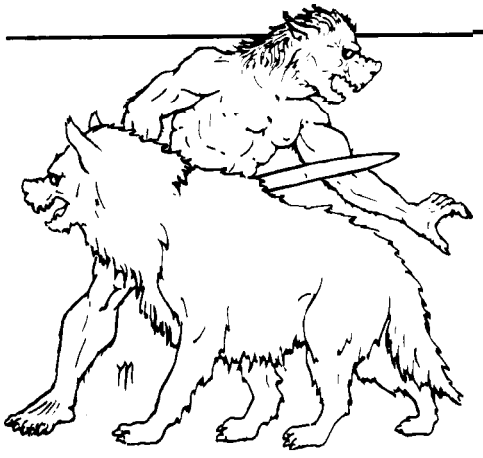
Flailtails inhabit freshwater marshes and shorelines, and resemble large greenish brown lilypads or patches of pond scum when floating in still waters. Upon closer inspection the flailtail resembles a large manta ray, but its tail is usually hidden beneath the water. Omnivorous, the flailtail floats motionless for long periods of time while many small wormlike appendages on its underside comb the water for microscopic life and carrion. These highly dextrous feelers grow to be up to one foot in length, and can acutely sense the direction and magnitude of vibrations in the water up to 14" away.

Flailtails have been known to devour creatures as large as the catoblepas, and often hunt man. These larger prey are eaten with a tubelike, extendable sucking mouth ringed with toothed ridges of bone. This mouth does 1-4 hp damage per round Once bitten, a victim must do more than 6 hp of damage in a single round to the flailtail, or roll his own strength or less on a d20 (one attempt allowed per round. in addition to any attacks), to break free of the mouth's grip. The mouthtube is located in the center of a flailtail's underside, and can swivel or lunge with great agility to strike prey in the water.

Flailtails fight and knock prey down into the reach of their mouths with great slapping blows of their tails (hence their name). A blow from one of these massive appendages does 1-12 points of damage to small or man-sized targets, or 1-8 to larger victims. If a tail strikes a small or man-sized target for more than 4 points of damage, there is a 30% chance that the victim will be physically stunned. After such a severe jolt, the victim must make a system shock check, or else all his muscles will convulse and seize up into rigid immobility for 1-3 rounds thereafter.

The creature's massive, flattened tail can propel a fleeing or pursuing flailtail at terrific speeds when necessary (up to 18" for as long as 1 turn continuously, but no more often than once every hour). Flailtails are usually solitary, but sometimes gather in groups on sandy beds in large lakes. They are intelligent and will cooperate with other creatures to improve their own chances of obtaining food or surviving. Flailtail young are born live; miniature versions of their parents, they are very timid and flighty, have 1+1HD, do half damage on attacks, but have the same armor class and movement abilities as adults.

Flailtails must stay near water, but can survive for up to 2 turns without being immersed, and can cross short stretches of dry land by flailing their tails constantly (maximum movement on land: 6"). They are highly vulnerable when out of water or when thrashing about from place to place on dry land (equivalent to AC 10 in such cases), and will flee from any combat until they reach the safety of a watery environment. They will not pursue prey or adversaries onto dry land, and cannot be driven out of the water against their will. They will only voluntarily leave the water when they are seeking another body of water to inhabit, and then only if they do not sense any impending danger.



GHUUNA

FREQUENCY: *Very rare*
NO. APPEARING: *2-5*
ARMOR CLASS: *4*
MOVE: *12"*
HIT DICE: *6 + 6*
% IN LAIR: *15%*
TREASURE TYPE: B, Q (x2)
NO. OF ATTACKS: 1 bite or 1 weapon
DAMAGE/ATTACK: *4-16 or by weapon type*
SPECIAL ATTACKS: *Diseased bite*
SPECIAL DEFENSES: *Cold iron or magic weapons needed to hit (immune to silver); surprised only on a 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT *Chaotic evil*
SIZE: *L (8' tall)*
PSIONIC ABILITY: *Nil*
AttackIDefense Modes: *Nil*
LEVEL/X.P. VALUE: *VI/600 + 8/hp*

Ghuuna (the form is singular and plural) are related to gnolls in much the same way that lycanthropes are related to humans. However, ghuuna are the result of a special quasi-lycanthropy created by Yeenoghu that affects only gnolls, causing them to shape-change into a hyaenodon form. Ghuuna are affected by stress and the phases of the moon in much the same manner that lycanthropes are.

In their normal (unchanged) form, ghuuna appear to be large gnolls. In this form they shun armor and usually carry swords as weapons. In hyaenodon form, ghuuna can deliver a crushing bite for 4-16 points. In addition, their bite will inflict "ghuunism" among gnolls in the same manner that lycanthropy is spread by regular were-creatures; humans, demi-humans, and humanoids (other than gnolls) who are bitten must save vs. poison or be affected as if by a cause disease spell, which can be cured by a cure disease spell or similar magic. In both forms, ghuuna have 90' infravision and acute senses of hearing and smell that act together to reduce their chances to be surprised.

Each ghuuna can command and control 2-8 hyenas or 1-4 hyaenodons, although they cannot summon them from afar. Any ghuuna encountered is 80% likely to be accompanied by 2 hyenas (70%) or 1 hyaenodon (30%) being kept as pets or guards.

For every 10 gnolls in a gnoll band there is a 5% chance for 2-5 ghuuna to be present, acting as leaders and protectors. Only gnoll shamans and strong chieftains have more "push" in a gnoll band than ghuuna do. Female ghuuna are nearly the only respected females in a gnoll band.

Gnoll shamans are able to use their powers to quest ghuuna for one day. The shaman's chance for succcss is equal to the chance of a cleric of equal level trying to turn wraiths. Each time this power is successfully used, 1-6 ghuuna are affected. Gnoll shamans may use this power once per day for each level of clerical experience they have.

Ghuuna may communicate with hyenas and hyaenodons, and can speak the usual languages a gnoll may know. Ghuuna keep slaves as gnolls do. Ghuuna may not become shamans or witch doctors. They rarely intentionally spread "ghuunism" among gnolls, preferring to he "the few and the proud."

GLASSPANE HORROR

FREQUENCY: *Very rare*
NO. APPEARING: *1 (5% chance of 1-6)*
ARMOR CLASS: *2*
MOVE: *9"/36"*
HIT DICE: *8*
% IN LAIR: *95%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 punch*
DAMAGE/ATTACK: *2-20*
SPECIAL ATTACKS: *Blinding: spell use*
SPECIAL DEFENSES: *Transparency; dazzling; spell immunities*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average*
ALIGNMENT: *Lawful neutral*
SIZE: *L (see below)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VII/1350 + 10/hp*

The glasspane horror is much sought after as a treasure guard. If offered a place to rest and an occasional gem, this strange creature will gladly follow simple orders (notify these guards at once if someone attacks, defend this hallway, etc.). The glasspane horror communicates by a limited form of *telepathy*, being able to "speak" only with those creatures in the same immediate vicinity (60' radius).

The glasspane horror has three basic forms, each with its own abilities and vulnerabilities. The inactive form, from which the creature takes its name, is a sheet of crystalline substance 10' by 10' by 1' (or any similar size with the same volume and a minimum dimension of 1'). It commonly rests in a doorway, hallway, window, or similar space. The creature is transparent but has a tensile strength equivalent to that of iron. Its presence can be detected the same way that an invisible object can be, but obviously only if the searcher is actively seeking to determine the presence of an unseen object.

The 'horror will notice if a creature approaches within 60' from any direction, except that it cannot sense invisible, ethereal, or out-of-phase creatures. Once alerted, the glasspane horror can transform into either of its other forms at will; the transformation requires one segment.

Its second form is a roughly hewn, man-shaped figure, approximately 15' tall, made of scintillating gemlike material. light glistening off its facets dazzles anyone within 10' of it, forcing attackers to take a -2 penalty "to hit" (save vs. spells negates this effect, as does a darkness spell). This form also has three magical attacks, each usable three times each day: *crystalbrittle* by touch (see DRAGON® Magazine #68): *create sunburst*, as per a *wand of illurnination*; and *continual light*. In this form it can attack with powerful fists that inflict 2-20 points of damage. The humanoid form is subject to spell attacks, except that a *color spray* or *lightning bolt* will ricochet off its body in a random direction without harrning the creature.

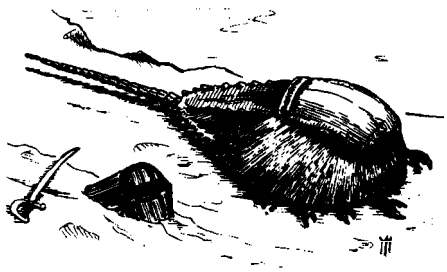
The third form of the glarspane horror is a clump or cloud of glistening sand. This form, similar to that of an air elemental, can flow across a solid surface at 36" per round or can form into a whirlwind (retaining its volume of 100 cubic feet in whatever shape it chooses). The whirlwind causes 2-16 points of damage to any creature it encounters (if its roll "to hit" succeeds), and any creature caught in the whirlwind must save vs. spells or be blinded by the stinging sands for 2-8 turns thercaftcr.

Although the glasspane horror is a loyal creature and can't be bribed, it is not willing to sacrifice its life for its benefactor's goods If severely injured — brought down to a tenth of its hit points — it will howl away to alert its master before seeking safety. If its master is killed, the glasspane horror will seek revenge on the perpetrators, but not at the risk of its own life.

After each engagement in which it is wounded, the glasspane horror will claim as its own any gems possessed by its foes — it can sense the presence of gems within a 1" radius. If there are none, it will expect some recompense from its benefactor. The creature takes the gems in its humanoid hand, crushes them, and then absorbs the powder into its whirlwind body. This heals the creature at the rate of 1 hp per 50 gp worth of gems so absorbed. The creature can also heal naturallv with rest and time.

HORSESHOE CRAB, Giant

FREQUENCY: *Rare*
NO. APPEARING: *1-10*
ARMOR CLASS: *3 (top) / 6 (underside)*
MOVE: *11"//18" (6")*
HIT DICE: 6 + 6
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *2 claws and 1 bite*
DAMAGE/ATTACK: *1-4/1-4/3-12*



SPECIAL ATTACKS: *Spell use*
SPECIAL DEFENSES: *Immune to will-force spells, cold, electricity; reflects psionic attacks; surprised only on a 1*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *L (up to 25 ' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil/see below*
LEVEL/X.P. VALUE: *V1/650 + 8/hp*

These armored predators roam coastal waters and beaches, feeding on mollusks, worms, plants, carrion, and anything else they can catch. The giant horseshoe crab looks formidable, with its dark brown segmented carapace, fearsome-looking tail, and large compound eyes. The tail, in fact, is never used for fighting and can be safely grasped. It is powerful and highly mobile and is used as a prow when burrowing through sand and to right an overturned crab.

On its underside the crab has a sucking mouth flanked by two crablike claws. Behind this are bony, grinding ridges that crush food; all that a crab seizes is passed here by its claws and then transferred forward into the mouth, which will regurgitate undigestible material. (The crushing noise the crab makes while eating has earned it the nickname "chont.") Behind these are five pairs of legs. The first four can be used as pincers and have spurlike spikes to grip and break up food; the last pair sport leaflike "wings" which aid in swimming and clear away mud when the crab is burrowing. If a crab loses its claws, the foremost pair of legs will serve as weapons instead (same damage figures).

Behind these, under the second segment of the carapace, are five pairs of gills with long flaps that keep water moving over the gill membranes and aid in swimming.

Horseshoe crabs have three pairs of eyes: one set on the underside of its front rim, a large pair on the carapace, and a small hidden pair atop the abdomen. Thus, they can see the approach of creatures out to a 9" range (or the limit of sight in the surrounding waters, if less), and are rarely surprised. These eyes can distinguish movement and masses of color, but not images.

Huge numbers of horseshoe crabs come ashore on certain beaches at certain times to mate. The eggs they lay then hatch into marine larvae that slowly grow to full size (treat larvae as having 1-4 HD, with attacks of 1-2/1-2/1-6).

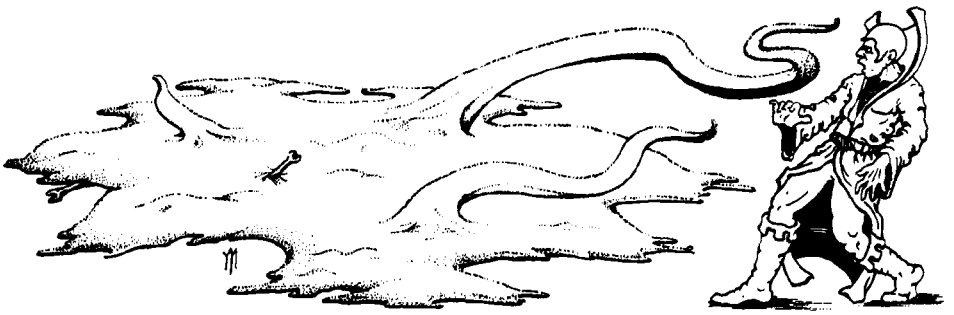
Giant horseshoe crabs differ from their smaller cousins in having magical powers. Chonts are immune to all mind-control spells and all cold and electrical attacks, and are able to reflect back all psionic attacks upon the attacker (but otherwise exhibit no psionic powers). They have the ability to cast one *shocking grasp* spell at will by touch every 10 turns, and the power to cast one 4d6 *lightning bolt* every 25 turns (range and other statistics as per the spell).

Chonts will always defend their smaller brethren if the latter are attacked nearby. Sailors report that these normally placid creatures occasionally attack and smash small craft, attacking in a group by ramming the boat with their armored snouts and then seizing creatures in the water.

An undamaged horseshoe crab brain is an ingredient in the magical inks for writing shocking grasp and lightning bolt spells.

IHAGNIM

FREQUENCY: *Rare on Astral Plane; unknown elsewhere*
NO. APPEARING: *1*
ARMOR CLASS: *0*
MOVE: *8" to 16" (see below)*
HIT DICE: *8-16*
% IN LAIR: *Nil*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1-4 tentacles*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Dissolving; bag of devouring lure; multiple attacks; "swallowing" whole*
SPECIAL DEFENSES: *Spell and psionic immunities; blunt weapons do ½ damage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to exceptional*
ALIGNMENT: *Neutral*
SIZE: *L (8'-16' diameter)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VII to X/ 1975 + l0/hp to 13100 + 20/hp*



(Note: See DRAGON® Magazine #67 for more information on the Astral Plane and the nature of movement and combat in that environment).

Ihagnim are among the very few known creatures that normally inhabit the Astral Plane. Being native to this plane, they experience normal feelings of hunger (unlike visitors from other planes) and have developed special talents for getting their food.

An ihagnim appears to be a large, plastic amoeba with a translucent body. It is difficult to see against the background of the Astral Plane and sighting distances to it are reduced to 10% of the normal range. The surface of an ihagnim is generally smooth, though it is capable of forming large tentacles to reach out and catch its prey. An ihagnim moves through astral space by mental concentration, like all other astral creatures (10 yards per round per point of intelligence, which in this case equates to hit dice).

There are two major organs within an ihagnim's body; one is the nucleus, containing the brain and other organs, and the other is the stomach (having a volume of 30 cubic feet). The nucleus is capable of manufacturing a special organ that has a transplanar link to the stomach; this organ looks remarkably like a bag or sack and radiates magic if this is checked for. Ihagnim can cause their baglike organs to *plane shift* across to the Prime Material Plane, where curious humans or other creatures find them and believe them to be bags of holding (since the bag connects directly to the stomach, simulating an extra-dimensional space). Some ihagnim have a special lure in their stomachs that resembles a cluster of beans or a small fuzzy ball, thus causing the unwary users of the bag to confuse it with other sorts of magical sacks. Those who are familiar with such devices call them *bags of devouring*, see the description of that item in the DMG.

Ihagnim reproduce by fission. A newly created ihagnim has 8 HD and 57 hp, an intelligence of 8, and a movement allowance of 8" in astral space (80 yds./round). It is capable of detecting any living creatures within 240 yards and is aware of their exact locations, and as soon as it finds such creatures it will make directly for them to attack. The ihagnim will lash out at its prey with 1-4 tentacles each round; a tentacle can reach out to a distance of up to twice as far as the ihagnim's body diameter (thus an 8 HD monster, 8' across, can reach out to 16'). If a tentacle hits an opponent, it wraps around it and pulls it toward the monster's body. A victim has a chance of pulling free from the tentacle equal to his chance of pulling free of a bag of devouring (i.e., a 25% base chance, plus 5% for every point of the figure's strength bonus on damage; a man with 18/00 strength has a 55% chance of pulling free). If the opponent pulls away, the ihagnim may roll to attack the same figure on the next round if that target is still within range. Those who are dragged to the ihagnim's body are transferred to the stomach in the same round, where digestion by powerful acids begins. A character will be fully digested on the following round, and will not be recoverable by any means.

The only way to avoid being digested is to expose the stomach lining to some sort of poison, which (if it doesn't kill the ihagnim) will cause it to "spit out" its stomach contents immediately. This could only be done on the round in which the ihagnim is trying to digest its meal; if the attempt to intro-

duce poison fails (the character has no poison potions or misses an attack against the AC 0 stomach wall with a poisoned dagger), the character is lost. Afterward, there is a 5% chance per turn that the ihagnim will "spit out" any nondigestible items (armor, weapons, equipment, etc.).

Ihagnim can eat any number of creatures at one "sitting," subject to the rules below. For every 100 lbs. of living material consumed by an ihagnim, the ihagnim gains 1 hit point. For every 8 hp gained, the ihagnim gains another effective hit die (57-64 hp = 8 HD, 65-72 hp = 9 HD, and so on up to 121-128 hp = 16 HD). Thus, an 8 HD (57 hp) ihagnim that eats a 112 Ib. figure gains a point to 58 hp; after eating an 88 lb. figure on the following round, it gains another point to 59 hp (carrying over the excess weight amount from the previous feeding). Once an ihagnim reaches a total of 128 hp, it will begin to divide into two smaller ihagnim, each with 8 HD and 57 hp. This process takes 5-10 rounds; the creature cannot move during that time.

The number of hit dice an ihagnim possesses is equal to its diameter in feet, its intelligence score, and its movement rate in tens of yards per round. Thus. a 16 HD ihagnim that undergoes fission will produce two smaller ihagnim that move at half the speed of the original one (8" instead of 16").

The thick, plasticlike bodies of ihagnim reduce all damage taken by blunt weapons to one-half of its original amount; sharp-edged weapons do normal damage. All ihagnim are immune to *haste, slow, paralysis, hold,* or *charm* attacks. Fire-based spells do half-damage; cold spells do normal damage and render the creature unable to attack (though it can still move) for 1-4 rounds thereafter. Psionic attacks do not affect ihagnim, and they cannot communicate with any creature, except each other.

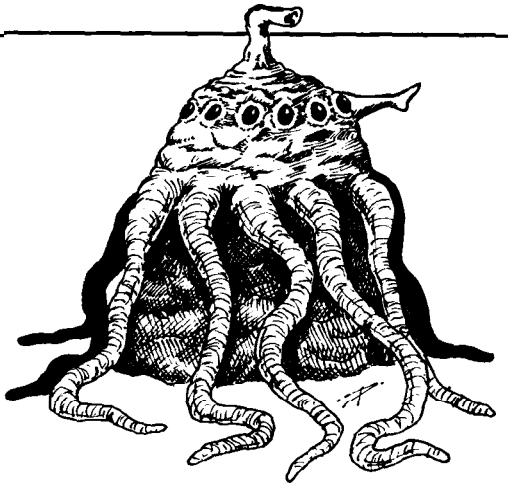
Anyone entering the Astral Plane in possession of a *bag of devouring* will attract the ihagnim who made it within 1-12 turns as an extra encounter. Destroying a *bag of devouring* does no harm to the ihagnim, except to cause the nucleus to start manufacturing another bag, which will be completed in 1-4 weeks. An ihagnim may have only one such bag at any time.

When encountered, there is a 10% chance that an ihagnim will have various treasures contained in its stomach, put there by someone on the Prime Material Plane who thinks he or she is filling a *bag of holding.* The usual amounts of treasure found can be determined as follows:

30% chance of 100-400 gp
40% chance of 200-800 ep
50% chance of 200-1200 sp
30% chance of 1-4 jewels
10% chance of 1-2 small magical items (potion, scroll, misc.)

MILLIKAN

FREQUENCY: *Rare*
NO. APPEARING: *2-5*
ARMOR CLASS: *5*
MOVE: *3"*
HIT DICE: *5 + 1*
% IN LAIR: *75%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1 (see below)*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Oil; flamethrower; surprises on 1-5*
SPECIAL DEFENSES: *Camouflage*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *S (3' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *V/425 + 6/hp*



A millikan looks like a tree stump, about 3' high, with numerous gnarled roots. In the center of the cylindrical body, sticking out horizontal to the ground, is a funnel-like projection (the flamethrower). A ring of tiny eyes circles the trunk above the projection. From the top of the "stump" the millikan may extend an appendage resembling a thin periscope, which is its oil sprayer. The millikan is a drab and blotchy greenish-brown or grey in color, and has a thick, barklike skin.

With its sprayer and flame projector retracted, the millikan is unlikely to be noted as anything more than a stump. A druid might (10% chance) find its form peculiar, but would not likely realize that it was something more than a new species of tree. For this reason, millikans nearly always gain surprise when they attack.

Internally, the millikan's body is much like a giant organic electric circuit. One of its organs is capable of generating a chemical potential (like a battery) which can be turned on and off voluntarily. One of the major circuits is responsible for the spark that ignites its flamethrower. Another one charges up the capacitor (when in battle), which takes up a good portion of the millikan's cylindrical body. Charged oil droplets are released into the capacitor's electric field where they are accelerated to high velocity. These oil drops then enter the periscopelike sprayer and are directed out the top at a target.

The millikan is a semi-intelligent carnivore. Its preferred habitat is a swampy forest or a cold, damp, subterranean lair, and it is not always hostile to intruders; in fact, it is liable to ignore anyone who is not threatening it if it is not hungry (50% chance). A good deal of the millikan's internal structure is composed of metallic substances. For this reason it hungers for metals (particularly silver and copper), as well as animal flesh needed to provide it with food and fuel for its methane projector and oil sprayer (the oil is synthesized internally from animal fat). It is capable of dissolving metals at its roots and transporting those nutrients to needed areas of its body. Millikans are uninterested in gold (they cannot dissolve it) and gems (they are inedible), and these objects can be found in large quantities in their lair.

The millikan has a unique form of offense. Its first and major offensive weapon is the retractable, funnel-like snout in the center of its body, from which it shoots a gout of flame (powered by methane) once per round, in a cone 10' long with a 10' base. This causes 1-8 points of damage, or half that amount if the target saves vs. breath weapon.

The second weapon complements the first. The creature has an extendable tube that it projects out the top of its body, with which it can spray two 30' x 10' areas with oil each round (at 30' range). Any creatures in the area must save vs. breath weapon or contact the spray. A save vs. wands is then called for to see if the victim is blinded for 1-6 rounds by the oil. In any event, the oil will cover the target, dripping off in an hour. During this time, however, the millikan will attempt to project its flame weapon at the oil-covered being. This burning oil will do another 2-16 points of damage the first round and 2-8 the second (save for half damage as above). The millikan feeds on a body it has burned by settling on it and absorbing nutrients through its rootlike legs.

Because of the millikan's appetite for certain valuable metals, the treasure types found with it will not conform exactly to any found on the charts. There will never be any copper, silver, or electrum found in its lair (unless the party carrying that treasure was slain very recently), nor will any jewelry or magic items composed of these metals survive its appetite. Iron will be devoured if the millikan falls upon hard times. It cannot dissolve gold or platinum, and gems and other non-conductors are useless to it.

The following treasure types will appear in and around its lair: Type Z for gold, platinum, and magic, and Type Q (x5) for gems. If the DM is generous, a few pieces of gold and platinum jewelry may also appear.

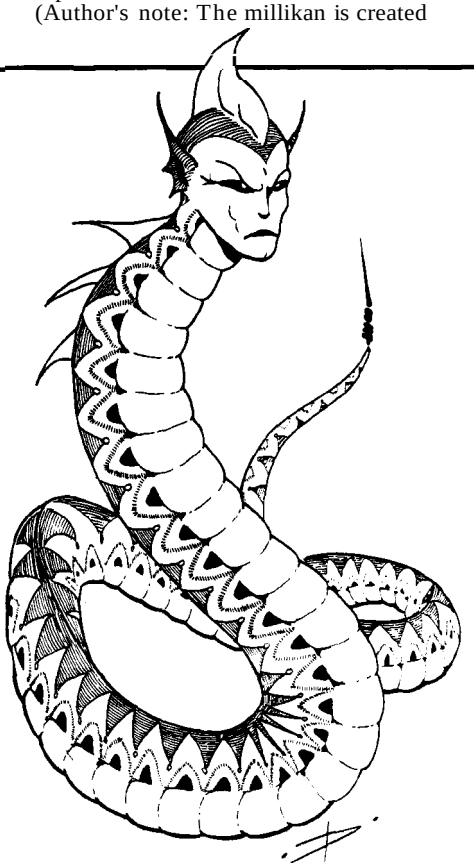
It is not possible to take the valuable metals out of a slain millikan's body, since the metals are turned into internal "wiring"

with the diameter of human nerve cells. A lengthy (and messy) smelting process could be used, but would result in only a few pounds of metal reclaimed per millikan.

The battery organ of the millikan is valued in the making of potions (symbolic of the flow of power) and is occasionally used as a material component for certain electrical spells.

(Author's note: The millikan is created with apologies to R. A. Millikan and his famous oil-drop experiment of 1909. Millikan, using a capacitor and tiny charged drops of oil, devised an ingenious method to determine the unit of electric charge.)

NAGA, Dark



FREQUENCY: *Very rare*
NO. APPEARING: *1-2*
ARMOR CLASS: *6*
MOVE: *13"*
HIT DICE: *7-9*
% IN LAIR: ***60%***
TREASURE TYPE: *I, Q, T, X*
NO. OF ATTACKS: *1 bite and 1 sting*
DAMAGEIATTACK: *1-4/2-8*
SPECIAL ATTACKS: *Spell use; poisonous sting*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High*
ALIGNMENT: *Lawful evil*
SIZE: *L (12' long)*
PSIONIC ABILITY: *Nil*
AttackIDefense Modes: *Nil*
LEVEL/X.P. VALUE: *7 HD, VI/700 + 8/hp*
8 HD, VII/1100 + 10/hp
9 HD, VII/1700 + 12/hp

Dark nagas, fey creatures who further the ends of evil on the Prime Material Plane, dwell in caverns and ruins. They usually work with other creatures for mutual gain and/or defense. They have the natural power of *ESP* (8" range), and can cast spells as a 6th-level magic-user (four 1st-level spells, two 2nd-level spells, and two 3rd-lcvel spells per day). Dark nagas only employ spoken magic and are always eager to acquire new spells from any source. Note that a naga must experiment with and modify spells involving somatic and material components to an entirely verbal form (player characters cannot do this, however). This process takes some time; a naga cannot cast a spell by reading from a spell book. However, spell books and spell scrolls may well be hidden in a dark naga's lair, gained from trades, magic-using victims, or the discovery of earlier hoards.

In battle, a dark naga may use a spell and in the same round strike at an opponent with the poisonous barbed sting in its tail. Its sting does 2-8 hp damage plus poison (save or take 1-2 hp additional damage and fall into a drugged sleep for 1-6 rounds). A dark naga can bite for 1-4 hp if it does not cast a spell; the naga can use its tail sting against the same target as its bite only when space permits, but in narrow passages it can fight targets both in front of and behind it, using its spells (or bite) and its sting separately against multiple opponents.

PELTAST

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *7*
MOVE: *4"*
HIT DICE: *1 + 6*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *See below*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Surprise feeding; poisons water*
SPECIAL DEFENSES: *Immune to poison and blunt weapon attacks; mimicry; fire resistance*
MAGIC RESISTANCE: *7%*
INTELLIGENCE: *Average*
ALIGNMENT: *Neutral*
SIZE: *S (see below)*
PSIONIC ABILITY: *Nil*
AttacklDcfense Modes: *Nil/Nil*
LEVEL/X. P. VALUE: *III/81 + 2/hp*

The peltast is a curious creature that can exist in symbiosis with a human or humanoid creature. Demi-humans, such as elves or dwarves, do not seem right for its needs, and it uses them only as "carriers" to convey itself to a more suitable host.

A peltast is a small, amorphous creature without visible organs or limbs, about the size of three fists in volume. Its skin has a textured, mottled brown hue resembling worn but sturdy leather. A peltast can change its shape in 2 rounds to resemble any leathery item of clothing or accoutrements worn next to the skin, commonly a leather boot, belt, thong, wristband, strap, glove, or cap. Quite often, if it sees a suitable host creature drop such an item, it will swiftly move and change form so as to be mistaken for the missing item. A peltast feels like leather, does not breathe, give off heat, or make any sound, and is of about the same weight as leather (though with no odor).

When donned, a peltast exudes a liquid which serves as an anesthetic and a tissue softener; there is only a 1% chance that the host will feel something amiss. The peltast is skilled in its surgery, using this liquid with pinpoint precision to open a small wound in its victim by dissolving the skin in a small, hidden area. Through this contact, it "feeds" on its victim, absorbing 1 hp of blood-borne nutrients every day. A healthy host will likely never notice the slight weakness this causes, and will never fall ill from the peltast's feeding since the body, with rest, will recuperate 1 hp cach night.

A peltast will leave a diseased host, but while attached it will neutralize any insinuated poisons in the bloodstream, feeding on the venom itself. The peltast has an interest in keeping its host alive; should the host be reduced to 1 hp or less and still live, the peltast will inject 3-6 hp of energy hack into the host (it can do this only once per day)

A peltast has a slight magic resistance, and this protection is extended to its host (being added to any natural or magically bestowed resistance possessed by the host).

A peltast's skin can sense vibrations, distinguish scents with acute sensitivity, and can see up to 6" both with infravision and normal vision through tiny, flat eyes which it can conceal entirely within its form or reveal through slits when in use. A peltast exudes any waste material from itself whenever immersed in water (thus staining and poisoning the water; anyone who drinks the same water must save vs. poison at +2 or become nauseated for 2-8 rounds, unable to attack or defend). Peltasts apparently live

for more than sixty years, are asexual, and reproduce by dividing into two smaller, identical creatures, which grow as fast as the food supply permits.

A peltast's body is resilient; it gains +1 on all saving throws vs. fire and is unaffected by crushing blows or attacks by blunt weapons. All edged-weapon cuts do normal damage. Peltasts move by creeping, worm-like, along any surface. They can stick to walls, ceilings, etc., even when these are wet or oily. A peltast will never fight another peltast, nor join a host already carrying one; peltasts can somehow sense each other from up to 4" away.

PITCHER PLANT, Giant

FREQUENCY: *Uncommon*
NO. APPEARING: *2-8*
ARMOR CLASS: *6*
MOVE: *Nil*
HIT DICE: *See below*
% IN LAIR: *100%*
TREASURE TYPE: *J, K (10%)*
NO. OF ATTACKS: *1 grab*
DAMAGE/ATTACK: *See below*
SPECIAL ATTACKS: *Drowning; dissolving*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *L (5'-8' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *VI/638*

The most passive of all known carnivorous plants, the normally small-sized pitcher plant has sometimes evolved into a much larger and more aggressive creature, though it is still not as dangerous as others of its kind. The plant is shaped like a giant green vase made up of toughened base leaves tightly woven together with small vines. There is an opening at the top of the vase, and the plant is usually half to two-thirds full of rainwater.

A whiplike organ, about four inches thick, extends from the lip of the vase's mouth; this whip is 20 feet long and able to attack and coil about a creature (rolling to hit as a 6 HD monster), lift up to 80 lbs., and drop the prey into the vase. The victim usually drowns in 3-6 rounds unless it can swim; even then, however, the plant releases acids into the water which do 1-4 points of damage per round to the victim until it is eventually killed and dissolved. The acids are not strong enough to harm metals except over very long periods of time, so a victims' money, armor, and weapons will often be found inside the vase. The plant detects nearby prey through a series of pressure-sensitive vines buried within a 10' radius around it. Only those creatures light enough to be lifted up will be attacked.

Rescuing victims trapped inside a pitcher plant can be difficult. If 12 hp of damage can be inflicted on the walls of the plant's vase, the acidic water will leak out, but the victim will still not be able to escape, since sharp spines grow along the inside walls of the plant and prevent all climbing attempts (unless the victim is very determined, in which case 6-24 points of damage will be inflicted during the escape attempt, successful or not). If 48 hp of damage are inflicted on the walls of the plant, the vase will fall apart, and the victim may escape easily. The plant has no hit dice as such, but will die if 100 hp of damage or more is inflicted on the vase

SEASTAR

FREQUENCY: *Uncommon*
NO. APPEARING: *1-12*
ARMOR CLASS: *9 (7 for eyes)*
MOVE: *//10"*
HIT DICE: *1 (eyes' hp are extra)*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite*
DAMAGE/ATTACK: *4-16*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Low*
ALIGNMENT: *Neutral*
SIZE: *S (up to 4' armspan)*
PSIONIC ABILITY: *Nil*
AttacWDefense Modes: *Nil*
LEVEL1X.P. VAI.UE: *I/10 + 1/hp*

Seastars are small marine and freshwater creatures that drift near the surface. feeding on fish, carrion, and creatures that fall into or float upon the water. Occasionally, a seastar will swim to the bottom to take refuge, breed, or feed on mollusks (which it can pry open with its powerful arms). Seastars often ride on the undersides of ships and smaller craft, and will drag down someone who dangles a limb close to the water or dives or falls overboard. Seastars usually fight by fastening themselves to a victim with their arms and eating away with their powerful triple-beaked jaws.

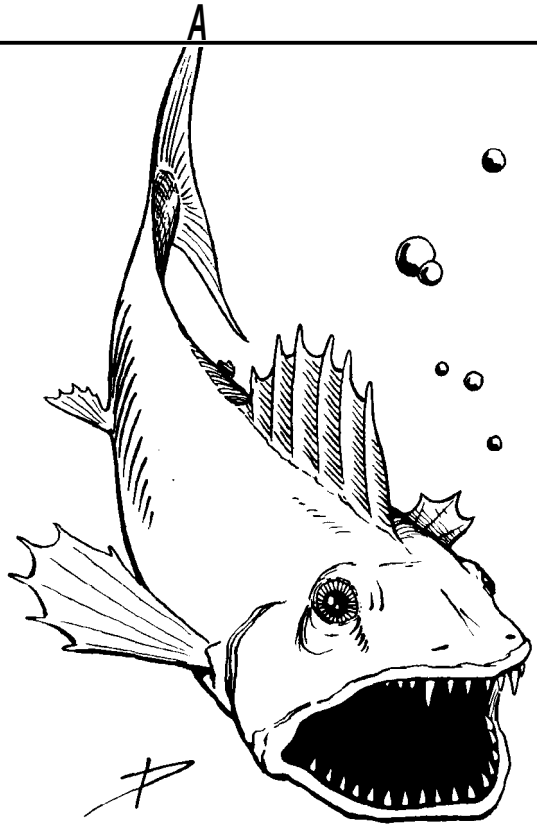
Seastars have slimy, mottled green and brown bodies, three arms, and nine tubular eyes set in rows of three between each arm, on the edges of the jaws. The eyes (AC 7) are easily destroyed, having only 1 hp each. The seastar can regenerate all parts of its body (1 hp/day), and will flee combat upon the loss of an arm or all three of any row of its eyes.

When on the bottom, seastars prefer rocky areas with crevices and caves in which they can conceal themselves from larger predators and prey alike. They breed in undersea caves or in the empty shclls of marine creatures, laying a large, translucent jellylike egg mass for another seastar to fertilize. A typical egg mass contains 20-200 eggs, of which 40% hatch, and less than 10% survive to mature form.

Seastars may be solitary, or hunt in packs. They may be trained and telepathically controlled by beings with telepathic powers who can provide continuing benefit to the seastars, but this control does not extend to ignoring prey or taking actions contrary to the natural behavior of the seastar. It is not known how such training is accomplished, but it is said magical arts and control of the seastars' breeding is involved.

SCALLION

	Adult male	Adult female	Young
FREQUENCY:	*Very rare*	*Rare*	*Rare*
NO. APPEARING:	*1*	*1*	*2-12*
ARMOR CLASS:	*5*	*6*	*3*
MOVE:	*22"*	*18"*	*20"*
HIT DICE:	*5+5*	*6+6*	*1+1*
% IN LAIR:	*Nil*	*Nil*	*See below*
TREASURE TYPE:	*Nil*	*Nil*	*Nil*
NO. OF ATTACKS:	*1 bite*	*1 bite*	*1 bite*
DMG./ATTACK:	*5-20*	*6-48*	*2-8*
SPEC. ATTACKS:	*Nil*	*Nil*	*Nil*
SPEC. DEFENSES:	*See below*	*See below*	*See below*
MAGIC RES.:	*Standard*	*Standard*	*Standard*
INTELLIGENCE:	*Average*	*Average*	*Average*
ALIGNMENT:	*Neutral*	*Neutral*	*Neutral*
SIZE:	*L (8' long)*	*L (12' + long)*	*S (3' long)*
PSIONIC ABILITY:	*Nil*	*Nil*	*Nil*
Att/Def Modes:	*Nil*	*Nil*	*Nil*
LVL/X.P. VAL.:	*V/225 + 6/hp*	*V/350 + 8/hp*	*I/28 + 2/hp*



The scallion is a feared and thankfully rare predator of the deeps. Scallions seldom spawn, but the young, called "biters" by sailors, remain long with their mother. This large female cruises the deeps, often venturing close to shore or even up rivers if the water is warm. When she sights likely prey, she opens her great mouth and from it speed the razor-toothed young, from 2-12 in number These voracious fish attack in a swarming pack, biting and slashing at prey with their teeth. The mother devours what thcy leave, and comes to their rescue with her iron jaws and great bulk should they encounter a strong foe.

Scallions and octopi are deadly enemies, and a scallion's jaws can sever the tentacles of an octopus, crush shells and carapaces, and breach the hulls of ships with ease. They are rarely so roused, however, and usually rely on their progeny to dcal with other creatures. Scallions have unusual nervous systems which render them insensitive to vibration, pain, and all forms of paralysis or mental attack. They hunt by sight and smell rather than by sensing underwater vibrations.

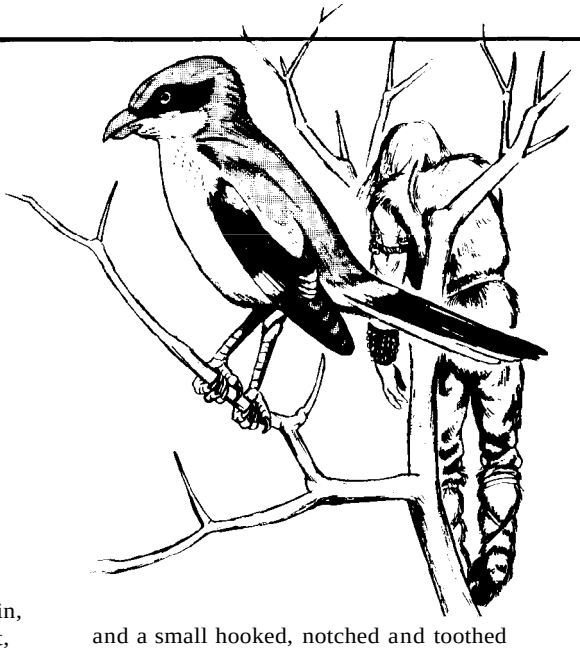
A scallion mother carries her young for 1-6 years or until she is slain by disease, foes, or the young themselves (who upon reaching physical maturity attack her aggressively from within, literally eating their way to freedom). These mature young are adults with full hit dice, but having only half the hit points of a full-grown adult. The young tend to scatter after slaying their mother. Young do band together if they become separated from or lose thcir mother before they mature.

The male scallion is rarely seen; a silent, solitary ghost who glides through uncrowded waters. Black and sharklike, the male is nicknamed "the shadow" by the aquatic races, for this is all they normally see of him if they survivc an encounter.

Sharks seldom accompany scallions, for they soon learn that they are regarded as food — and usually end up that way. Scallions never swallow prey whole.

SHRIKE, Giant

FREQUENCY: *Rare*
NO. APPEARING: *1*
ARMOR CLASS: *7*
MOVE: *3"/26"*
HIT DICE: *3*
% IN LAIR: *25%*
TREASURE TYPE: *See below*
NO. OF ATTACKS: *1 beak and1 slam*
DAMAGE/ATTACK: *3-12/1-6*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral evil*
SIZE: *M (4' long. 9' wingspan)*
PSIONIC ABILITY: *Nil*
AttackIDefense Modes: *Nil*
LEVELIX.P. VALUE: *III/50 + 3/hp*



The giant shrike, like its smaller cousin, is a demure-looking bird with a pleasant, low-voiced song of bubbling, chuckling noises. It has a white throat and underbelly, a grey body with black marks on its wings, and a raccoonlike "mask" stripe of black about its eyes. It has small but sharp claws and a small hooked, notched and toothed beak, and does not look dangerous at all. A shrike can mimic the squeaky call of a baby bird in distress to lure other birds and predators near.

When a shrike sights prey, its song changes to a high, shrill whistle, and it wings after its quarry. It will attack man-sized or larger creatures of all snrts, and seldom shows fear. A shrike's talons are too feeble to tear its prey and slay it, so a shrike rams and batters with its wings and body (1-6 damage per blow), forcing its victim to stop or land and attempt a defense, whercupon it clubs and tears at the victim with its hooked beak, doing 3-12 points of damage per strike. A hunting shrike is persistent, murderous, and loves to kill; it may slay creatures it has no intention of eating, though it can also store food for later. When a kill is made, the body of thr victim is gathered up and laboriously flown to a lair in a thorny tree or bush.

Shrike lairs are usually in desolate places, so the "butcherbird" can see enemies approaching. Treasure from slain victims may be strewn there, but it is not valued or kept track of by the shrike (i.e., it is random).

Shrikes are solitary creatures and range widely, often hunting many miles from their lairs. Once every six winters, they seek out a shrike of the opposite sex and mate in secluded thickets, making a tidy nest of woven rootlets, feathers, and grasses. From

1-4 cream-colored eggs are laid. The male then leaves the female, who sits on the eggs, starving for a week or more until she can bear it no longer and takes wing to hunt. She never returns, and 70% of the eggs will hatch within days of her departure.

Baby shrikes are AC 9, MV 16", HD 1-1, 2 attacks for 1-4/1-2, and are as aggressive and cunning as their parents. They fend for themselves, abandoning the nest in long flights to seek a territory of their own, and will not be content until they are in a good hunting area not inhabited by another shrike. There they grow rapidly to mature size and powers. Shrikes live up to 30 years.

A minor variety called the sea shrike lives in coastal areas, and often wings far out over the waves to escape land-based pursuers or to prey on livestock and men on the decks of ships, sea birds, and the like. A strong flyer, its wingspan is 2 feet or more larger than that of its inland cousin, and sea shrikes have been known to fly through fierce storms unscathed. Sea shrikes can plop down to rest on the water's surface, sculling about (6" move in calm waters or gentle swell) while thus floating, but cannot swim or dive into water after undersea creatures. They can take off from water without difficulty, even when heavily laden (i.e., with man-sized prey). Sea shrikes prize sea turtles, horseshoe crabs, and other aquatic creatures that come ashore to mate, attacking them in a frenzy of bloodletting (although giant crabs often drag down and slay an attacking shrike with their pincer claws). Several shrikes may gather at such a feast, but they will ignore each other, hunting on their own for food.

SIND

FREQUENCY: *Uncommon*
NO. APPEARING: *10-100*
ARMOR CLASS: *7*
MOVE: *13"//19"*
HIT DICE: *4 + 4*
% IN LAIR: *80%*
TREASURE TYPE: *H*
NO. OF ATTACKS: *2 claws and 1 bite, or 1 weapon*
DAMAGE/ATTACK: *1-2/1-2/1-4 or by weapon type*
SPECIAL ATTACKS: *Imprisonment*
SPECIAL DEFENSES: *Spell immunities; poison resistance*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to high*
ALIGNMENT: *Neutral good*
SIZE: *L (6'-10' tall)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *IV/210 + 5/hp*
"Imprisoners": V/285 + 5/hp

Sind, or "marshwiggles," are a humanoid race who dwell in marshlands in peaceful colonies. They speak common as well as the tongue of their alignment, and sometimes (10% chance) also that of lizard men.

Sind work and trade with other beings, but prefer privacy, each dwelling done in a dry, warm straw-lined wigwam built of sticks arranged in a conical shape and sealed with a thick layer of mud. Such wigwams are always located within a marsh, where the sind fish for small eels, crayfish, frogs, and small fish. Because of their size, they seldom capture a meal by swimming after it, but prefer to fish with a hook and line, a net, or even by snatching prey from the water with their long, webbed fingers.

Sind tend to be dour, cynical pessimists, but they are also stubborn, pragmatic, good-natured and sensitive. If one is befriended, he will trust, and can be trusted, absolutely. Sind have a dry, slow sense of humor. When at leisure, they enjoy a good smoke (employing pipes and a tobacco mixed with marsh-mud, which produces a thick, black smoke heavier than air). They avoid intoxicating drinks except for special occasions, for they are easily made tipsy, and when inebriated they become wildly joyous and reckless. Sind are greatly feared by some for a power that only some sind (30%) acquire as they mature; the power to entomb one creature (cf, the 9th level magic-user spell *imprisonment*) per day by touch. No words or knowledge of the target's name and background are required.

Sind see as well as a human, carrying lanterns at night to light their way (the source of many bobbing lights seen deep in marshes), and can detect all creatures up to 3" away by smell. They have tough, horny skin that is not easily harmed by sharp weaponry and surroundings, and they can handle prickly or sharp objects, or scratching and biting animals, without harm. Sind have sunken-cheeked, sharp-nosed, grim faces. They gain +3 on all saving throws vs. poison because of their hardy constitutions. They have standard maglc resistance, except that they are immune to the following spells: *charm, suggestion, sleep, hold,* and *slow*.

Sind are not avaricious, but value treasure highly for its bargaining power in obtaining goods (such as clothes and weapons, which they seldom make) and services (such as leaving the sind alone), and will collect any they find in the marsh (from hoards, burials, or unfortunate intruders).

Sind generally mate for life and produce children ("wiggles") once every 3-4 summers, having 1 or 2 at a time. Such children are miniature (1' tall) replicas of their parents (1 HD, attacks 1/1/1-2, powers as an adult) and are able to fend for themselves immediately. Normally they remain with their parents for 2-6 years, until full grown. Sind colonies are loosely ruled by a council of elders, but their word is by no means absolute.

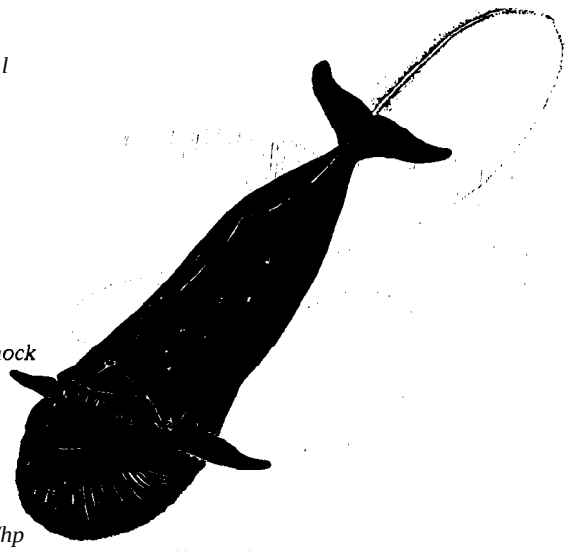
Marshwiggles will fight to defend themselves or their fellows, or for a cause or being they support, but are not aggressive. A marshwiggle will always have a staff and a dagger when encountered, and may also (20% chance) possess a sword, bow, trident, or spear.

Sind worship Sindar, also called "Marshwinter" or "The Tall One." Sindar is a wandering, immortal sind who aids his people in their need; if a colony of sind is threatened, there is a 10% chance he will appear, unannounced, to lead them in battle. Sindar will be known upon sight by any sind, even if they have never seen him before, and they will obey him absolutely. He appears as a 20' tall sind, and is AC 0 with 111 hp, attacks 3-12/3-12/3-24, 35% magic resistance, and is immune to all encuhantment/charm, mind reading, influence/control spells or psionics. Sindar speaks common, neutral good, and the tongue of lizard men, and can communicate (by touch) telepathically with any creature. He can *imprison* one creature per round, by touch (use of this power usually takes the place of one of his hand attacks). Sind gain no spells or clerical abilities from their worship of Sindar — indeed, there is no priesthood or organized worship; each sind makes his or her own private devotions, consisting of prayers, promises, and confessions. Sindar has no symbol and no permanent home, although he inhabits the Prime Material Plane. He is said to be very dextrous, able to catch and hurl back missiles of all sorts hurled or shot at him in battle.

Sind and lizard men are sometimes allies against common enemies, being more often neighbors who coexist peacefully, largely ignoring one another. There is seldom strife between the two races.

Sind have small torsos but very long arms and legs. Their skin is brown to green, and they have green-gray, reedlike hair (but no facial hair). Their hands and feet are webbed like those of a frog, and they wear loose, earth-colored clothes, often with a hat to help keep the hot sun from drying their skin. They can swim very well, can *breathe water* like a fish and *walk on water* at will, and prefer to remain still and inconspicuous as much as possible. They do not count as humanoids for purposes of ranger attacks against them.

STAR LEVIATHAN



FREQUENCY: *Uncommon on Astral Plane; unknown elsewhere*
NO. APPEARING: *1-6*
ARMOR CLASS: *10*
MOVE: *12" to 18" (see below)*
HIT DICE: *24*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 tail slap*
DAMAGE/ATTACK: *10-40*
SPECIAL ATTACKS: *Telekinesis*
SPECIAL DEFENSES: *Molecular shock*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Very to genius*
ALIGNMENT: *Neutral good*
SIZE: *L (70'-100' long)*
PSIONIC ABILITY: *220-280*
Attack/Defense Modes: *All/all*
LEVEL/X.P. VALUE: *X/l3600 + 35/hp*

(Note: See DRAGON® Magazine #67 for more information on the Astral Plane and the nature of movement and combat in that environment.)

Now and then come reports from astral travelers of what appear to be great whale-like beings "swimming" through astral space. These creatures, called star leviathans for the sparkling appearance of their hides, do not appear to be evil or cruel, and some actually seem friendly to travelers who do not try to attack them.

A star leviathan resembles a blue whale except that it has a very dark blue, almost black, color; there are tiny silver and gold flecks shot through their skins that produce an appearance like the gemstone lapis lazuli. When seen, star leviathans each trail a silver cord, so they are obviously using a form of *astral projection* to travel through the Astral Plane; no one knows which Prime Material Plane they come from, and they have never revealed their home to anyone even under duress or charm. They are apparently a race of psionic whales, normally ocean-dwelling but capable of psionic *astral projection* which they apparently use for their amusement and curiosity. They can also use one other psionic power while simultaneously using *astral projection* in astral space. Star leviathans move at a rate in tens of yards per round equal to their intelligence score, as do all astral beings.

Because of their great size, star leviathans can be seen from a great distance (500-5000 yards); they, on the other hand, will not be aware of man-sized or smaller creatures until they are much closer. Evading them is not difficult if one is not surprised. Upon discovering other living creatures in astral space, star leviathans will use *telepathy* in order to communicate with them. They will sometimes follow adventurers or other astral travelers for a long time, and will assist them so long as the travelers are friendly and do not mind "talking."

In addition to *telepathy* and *astral projection*, star leviathans have the psionic discipline of *telekinesis* and use it at the 24th level of mastery, able to move masses of up to 9000 gp weight. They are not accustomed to using *telekinesis* to hurl missiles at opponents, and will not do so even if shown how to (they do not have the binocular, three-dimensional vision required for this because of the placement of their eyes). They do, however, know how to catch objects in their telekinetic grip at ranges out to 270 yards, and may pull them in closer for inspection. If attacked, they have been known to catch opponents with *telekinesis* and hold them while another leviathan moves over and smashes them with its tail for 10-40 points of damage. More than one opponent, so long as their total mass does not exceed 900 lbs., can be caught by a single star leviathan's *telekinesis.* Though they have mouths, star leviathans are not toothed whales (probably eating plankton-like creatures on their home world) and do not bite in combat.

Star leviathans have one special defensive ability, but will use it only if they are surrounded and hard pressed in close combat, and low on hit points. In one round they can charge themselves with a form of *molecular manipulation* (costing 50 psionic strength points) which causes their bodies to glow brightly. Each charge will last for four rounds, fading out at the end of that time. During those four rounds, any non-living object (missile, weapon, or whatever) hitting the star leviathan must make a saving throw vs. magical fire, with appropriate bonuses for magical enchantments (if any are possessed while in astral space) or be disintegrated without damaging the creature. Living creatures who directly touch a star leviathan's energy field or are holding onto something that is touching a leviathan's field are also affected, and must save vs. spells or take 4-16 points damage (half if the save is made). All items on that person must also save vs. magical fire or be disintegrated. If attackers move away when it starts to glow, it will strike at one with its tail to deliver physical damage and the molecular shock charge at the same time. It takes one full round to charge the molecular shock field, during which time the star leviathan cannot attack or move; any physical damage it sustains during that round will not stop production of the field, however, which goes into effect at the start of the next round.

If a star leviathan runs out of psionic ability points at any time while on the Astral Plane, it will disappear (its spirit returns to its home plane). The DM will need to keep careful track of a leviathan's psionic ability points, remcrnbering to subtract 10 points from the initially generated score for the *astral projection* power which is continuously maintained; those 10 points cannot be recovered by resting until the leviathan leaves the Astral Plane.

Star leviathans have what is best described as a "godlike" personality. They generally treat other travelers as interesting but minor companions, and are experienced and knowledgeable about the astral environment. They are playful, and it is difficult to convince them to treat any matter seriously; they seem amused even when confronting powerful evil opponents. Living in astral space for such prolonged periods has altered their perception of time, and they treat all events as either in the distant, remote past (no mattcr how long ago it was), or in the immediate present Evil creatures will avoid them whenever possible, and most good and neutral creatures will leave them alone as well unless there is a need for cooperation, such as teaming up against a massed attack of powerful opponents. Leviathans will allow small beings to "hitch rides" by hanging onto their tails or broad flippers, and ask in return only telepathic conversation. They do not speak any vocal language.

UTUKKU

FREQUENCY: *Common on Tarterus; very rare elsewhere*
NO. APPEARING: *1*
ARMOR CLASS: *-2*
MOVE: *15"*
HIT DICE: *10 + 5*
% IN LAIR: *10%*
TREASURE TYPE: *F, R, X*
NO. OF ATTACKS: *2 claws and 1 bite*
DAMAGE/ATTACK: *4-16/4-16/3-12*
SPECIAL ATTACKS: *Spell use*
SPECIAL DEFENSES: *+2 or better weapon needed to hit; spell immunities; poison resistance*
MAGIC RESISTANCE: *50%*
INTELLIGENCE: *Exceptional*
ALIGNMENT: *Chaotic evil*
SIZE: *L (11'-14' tall)*
PSIONIC ABILITY: *130-160*
Attack/Defense Modes: *BE/FH*
LEVEL/X.P. VALUE: *VIII/4950 + l4/hp*

Utukku (singular and plural forms are identical) inhabit the great ash deserts of the planes of Tarterus and prey upon the

various demons and daemons that pass through their territories. On rare occasions they will come to the Prime Material Plane, where they make their lairs in caverns or pits in desolate regions, particularly sandy deserts and areas with volcanic activity.

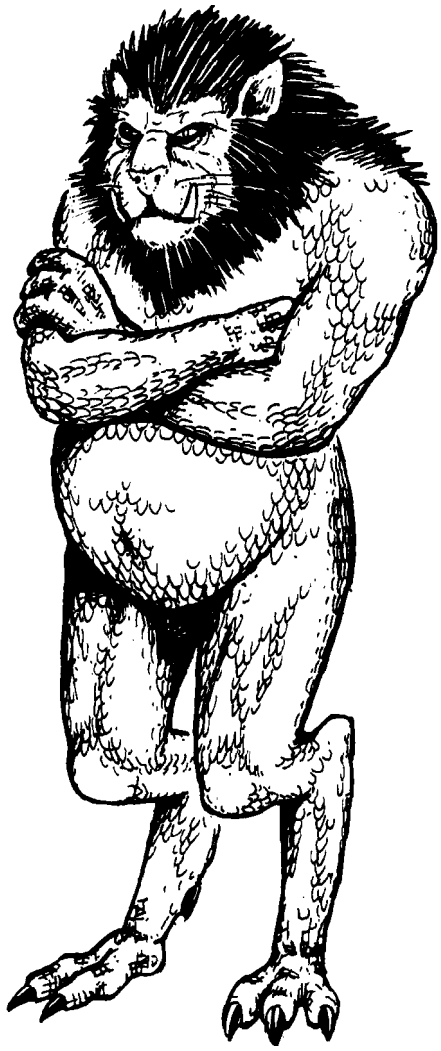
Utukku have many powers that they use to good effect in combat. At will they may *detect invisible objects, read languages, know alignment,* and *detect magic.* They have infravision to 120' and have a limited form of *telepathy* allowing them to communicate with any intelligent creature. Three times a day they may *teleport without error,* carrying up to 5000 gp weight with them, cause fear (as a wand of fear), *create darkness* (30' radius), and cast a 12d6 *lightning bolt.* Once per day, utukku may use a *symbol of discord* and *control weather* as an 18th-level magic-user. Utukku may also *cause disease* by touch and *polvmorph self* into a human or humanoid form for a full day, but these two powers are only usable once per week.

Once every century, an utukku will be able to *plane shift* itself to the Prime Material Plane from Tarterus for the purpose of gathering more treasure; it will remain on the Prime Material plane for only one year, after which time it automarically shifts back to its home plane, taking up to 40,000 gp weight of treasure with it. Because of the short stay it has on the Prime Material Plane, any lairs it makes there are likely to be hastily made, and the defenses will not usually be very tough. On Tarterus, utukku have more and better defenses, since each creature must protect itself from every other utukku there.

Utukku have some resistance to certain magical attack forms, due to the nature of their home environment. They only take half damage from lightning, fire, or poisonous gas if they fail a saving throw against one of those attack forms, and one-quarter damage if the save succeeds. They save vs. poison at +4.Other attacks function normally against them. Though they are psionic, utukku have no major or minor disciplines.

When found on the Prime Material Plane, utukku will use their powers to spread misery and evil through nearby human, demi-human, or humanoid communities. They will not attempt to gain any followers or become leaders of humans or humanoids, prefering to work alone. They attack other creatures from the Outer Planes on sight, regardless of alignment or plane of origin, unless they are outnumbered or weakened.

Utukku are roughly humanoid in shapc, standing at an average height of 12'. They have the head of a lion, with long quills radiating out in place of a mane, and a scaled humanoid body. They have great claws on their hands and feet, and use their hands to slash at opponents in battle rather than using a weapon. Though they value magical weapons quite highly, they have never been known to use them in battle. They are a dark brick-red in color over much of their bodies, their faces being a golden-red and their spines striped black and white. The claws and teeth are white. An utukku's eyes are bright yellow with catlike blue pupils. They have a lifespan of several thousand years.



VENUS FLY-TRAP, Giant

FREQUENCY: *Uncommon*
NO. APPEARING: *1-4*
ARMOR CLASS: *5*
MOVE: *Nil*
HIT DICE: *See below*
% IN LAIR: *100%*
TREASURE TYPE: *C*
NO. OF ATTACKS: *3-8 "bites" (only one "bite" per opponent)*
DAMAGE/ATTACK: *4-10 per "bite"*
SPECIAL ATIXCKS: *Drowning; multiple attacks*
SPECIAL DEFENSES: *Concealment*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *L (covers 15' to 20' diameter area on ground)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *V/275 + 6/hp for body; add 36 + 2/hp perset of jaws*

Looking very much like a normal venus fly-trap enlarged to twenty times regular size, the giant fly-trap is usually concealed in forest undergrowth so well that there is only a 20% chance of seeing it before one walks into it. The plant's 3-8 jaws are each 3-6 feet across and rest on or near the ground.

The giant fly-trap is activated by contact, as a creature brushes against the "teeth" sticking out from the jaws; the jaws immediately strike out in the direction of the prey with the odds "to hit" of a 2 HD monster, doing 4-10 hp damage and gripping the prey tightly. Prey up to 4' in height and 100 lbs. in weight can be enclosed in a 6' large set of jaws, which will then fill with fluid and drown small-sized victims in 2-8 rounds. The enclosed jaws then fill with a mild acid that dissolves prey in 7-10 days.

Once "swallowed" by the jaws, a victim may only attack with claws, teeth, or hand-held daggers from inside. Each set of jaws will take 2 HD of damage before being destroyed (roll separately for each set), after which the prey inside can escape. Attacks on a set of jaws inflicted from the outside while it holds prey will inflict half the damage on the jaws themselves and the other half on the victim inside. A lost set of jaws will be regenerated by the main body of the plant in two weeks, unless the 6 HD plant body is also destroyed. One may try to force the jaws of the plant open, but a strength roll for bending bars/lifting gates is required and can only be attempted once by a single character for a given set of jaws.

If a set of jaws latches onto a figure larger than they can "swallow," the jaws will continue to cling to the victim, doing 1-4 hp damage per round thereafter for 1-6 turns,

and the jaws will then automatically detach themselves from the main body of the plant. The victim, if still alive, can then be pried out at leisure. If the main body of the plant is slain, all held victims will be released in 2-5 rounds from the jaws still attached to the plant.

Treasure may surround a patch of giant fly-traps, or the plants may have been planted over a treasure hoard for protection. Giant fly-traps take +1 hp per die of damage done by fire attacks.

VURGEN

FREQUENCY: *Very rare*
NO. APPEARING: *1*
ARMOR CLASS: *4*
MOVE: *//16"*
HIT DICE: *7+7 to 9+9*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite or 1 tail slap*
DAMAGE/ATTACK: *2-12 or 3-12*
SPECIAL ATTACKS: *Swallows prey whole if it hits successfully; dissolving; paralysis*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Animal*
ALIGNMENT: *Neutral*
SIZE: *L (20'-40' long)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE:
7 + 7 HD, VII/l100 + 10/hp
8 + 8 HD, VII/1700 + 12hp
9 + 9 HD, VII/2550 + 14/hp

These solitary marine hunters cruise the deeps endlessly, swallowing anything edible that their great jaws can encompass. Locathah report that these creatures regard vast areas of the ocean as their personal territories in the same way that many land creatures do, and the rare battles for sovereignty are titanic struggles, dangerous to behold. Vurgens have no lairs as such, although they often retreat to deep caverns to give birth or recover from wounds, and will certainly haunt waters that have yielded plentiful food in the past

Most aquatic creatures take interest only in the details of fighting a vurgen, however, for if they encounter one, they must triumph or die. A vurgen is basically a huge pair of jaws, set with tiny but acute eyes (12" infravision plus normal vision to sight limit of waters) attached to a long, expandable bag of a body with a strong swimming tail. A row of spines on either side of the vurgen's body begins at the "neck" and runs to the tip of the tail. These spines have sharp points and edges, like a row of sword blades, and do 1-4 points of damage to any creature who comes into contact with them. A direct blow from a vurgen's tail does 3-12 points of damage, for it is stunningly strong and formed of a pointed, tapered cluster of spines.

Vurgens rarely fight, however; they merely strike to swallow prey whole (hence their nickname of the "giant gulper") and then cruise on in search of the next morsel. The great jaws enable a vurgen to gulp prey of up to large size effortlessly Once prey is swallowed, saliva courses from a gland behind the brain down into the mouth and thence down the body to the tail. This saliva is harmless to the vurgen itself, but all creatures it swallows must save vs. poison or be paralyzed by it. Digestive juices interact with the saliva to do 4-16 points of corrosive damage to prcy per round in the gullet, regardless of whether the prey is paralyzed or not. Active prey can easily cut or eat its way to freedom if the victim can break or fit betwecn the curving, spiny ribs. The large jaws of the gulper do only 2-12 damage; they are toothless bony ridges designed to clamp down on prey and keep it within the mouth when closed, not to shred or chop up food.

Vurgens are usually a mottled brown in color, although olive, russet, white and even purple specimens have been reported. Vurgens have been known to come up to the surface and hunt in shallows or even in harbors.

WHALE, Killer

FREQUENCY: *Common*
NO. APPEARING: *5-40 adults (see below)*
ARMOR CLASS: *4*
MOVE: *//30"*
HIT DICE: *9-12*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *1 bite*
DAMAGE/ATTACK: *5-20 (9-10 HD) or 6-24(11-12 HD)*
SPECIAL ATTACKS: *See below*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Average to very*
ALIGNMENT: *Neutral*
SIZE: *L (15'-30' long)*
PSIONIC ABILITY: *See below*
Attack/Defense Modes: *See below*
LEVEL/X.P. VALUE: *VII to VIII / 1900 + 12/hp to 4250 + 16/hp (add 300-700 if psionic)*

Killer whales dwell in the cold waters of

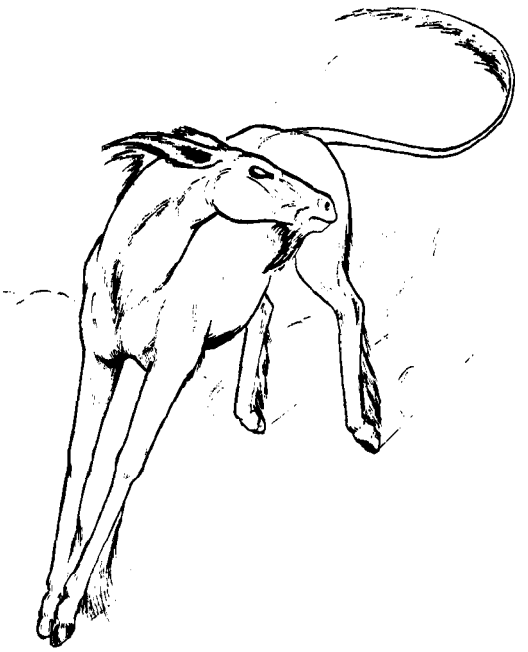
arctic climates, where they travel in packs and hunt other sea creatures for food. They can be savage and relentless, driving even great whales before them on the hunt, and will attack victims in a very coordinated fashion. They speak their own language (which cannot be heard or spoken by most land-dwelling creatures, since it is supersonic in nature) and no other. There is a 25% chance that a group of adults will be accompanied by 1-8 young killer whales, 2-5 HD each, move 15" and doing 2-8 points of damage per bite. Adults will defend their young to the death and will similarly aid one another if attacked.

Killer whales possess superb cunning and plan their attacks to a great degree. They have learned to track walking creatures under thin ice from the sound of footsteps and the appearance of shadows cast on the ice, and at an opportune moment will charge up with complete surprise and smash the ice under the victim. The victim must then make a saving throw by rolling half his dexterity score (dropping fractions) or less on a 20-sided die. Making the roll means the victim dodges and escapes. Failing this roll means that the victim has fallen into the water, unable to catch hold of the edge of the ice and pull himself out. The killer whale will then attack on the following round for the kill; a successful hit means the victim is pulled under the water and can be bitten continuously thereafter without the whale needing to roll to hit. In addition to this and the possibility of drowning 2-4 rounds later, any character immersed in arctic waters will lose one point off his strength and dexterity scores each round until back on land again (reaching zero points of strength or dexterity means the character dies). Some 20% of all killer whale packs encountered will be hungry; the rest will not attack unless provoked.

There is a 5% chance that a killer whale will possess psionic ability. These whales will have 61-80 strength points (122-160 ability points), with randomly determined attacks and defenses. The following disciplines will be present, usable at a level of mastery equal to the whale's hit dice: *animal telepathy*, *clairvoyance*, and *telepathy*. While these powers will be primarily used in hunting, some whales might talk rather than kill if they contact intelligent beings mentally. Whales do not lie, though they may not tell everything they know.

WIND STEED

FREQUENCY: *Rare*
NO. APPEARING: *1-4*
ARMOR CLASS: *4*
MOVE: *22"/46" (MC:A);see below*
HIT DICE: *4*
% IN LAIR: *22%*
TREASURE TYPE: *Nil*
NO. OF ATTACKS: *2 hooves and 1 bite*
DAMAGE/ATTACK: *1-8/1-8/1-4*
SPECIAL ATTACKS: *Nil (nobles use suggestion)*
SPECIAL DEFENSES: *Immune to gaze attacks and cold*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *High to exceptional*
ALIGNMENT: *Neutral good*
SIZE: *L (horse-sized)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*
LEVEL/X.P. VALUE: *III/110 + 4/hp (add 25 for nobles)*



Wind steeds, also known as asperii, are highly prized as mounts. These aerial creatures lair in cloud islands or upon the highest, most inaccessible mountain peaks. Asperii are mortal enemies of hippogriffs and griffons; they tend to ignore rocs, save for occasional scraps; and they are friendly with pegasi (the two species are often found together).

The wingless, horselike asperii fly by natural powers of *levitation* and also possess the power to "ride the winds." Strong winds of natural or magical origin increase the speed of an asperii flying with them, 1" for every mile per hour over 20. Asperii take no damage from winds of any type (including air elemental or djinni whirlwinds, wind walkers, and the buffeting attacks of aerial servants). They can break free of the grip of aerial servants with uncommon ease (40% chance). Wind steeds can cast up to 4 *feather fall* spells per day, upon themselves or (by touch) others.

The most maneuverable of steeds, asperii are of maneuverability class A and remain so until they carry over 1500 gp weight. Thus, they can carry one lightly armored rider without any penalty in maneuverability — moreover, a lone rider may cast spells from the back of a loyal wind steed (that is, spells not requiring the use of a surface for writing glyphs, runes, circles, etc.). Asperii may carry up to 6000 gp weight, at a penalty of one maneuverability class per 1500 gp of additional weight.

Wind steeds must be trained in the manner of griffons, and can become deeply loyal to one master. When so trained, an asperii will suffer no one to ride it but its master or those it views as friends of its master. Asperii communicate by limited *telepathy* (6" range), and will accept as a master only a character of neutral, lawful neutral, or neutral good alignment. Those trained to take all riders are known as "broken" asperii; they become cowards and refuse to fight other creatures in the air. Young asperii bring 4000-6000 gp on the open market (asperii bear live young).

Asperii have *true sight* and can see into both the Astral and Ethereal Planes. Their vision is so strong and intense that they are immune to the effects of gaze attacks (such as those of the basilisk and catoblepas). Usually white, smoky grey, or dun in color, wind steeds suffer no damage from cold-based attacks. Fire does double damage.

Asperii are omnivorous and especially prize mint leaves, fish, and hawk meat. Although they can go for long periods without eating, asperii have a seemingly limitless appetite when given the chance to gorge themselves. In aerial combat asperii lash out with their front hooves (note that spells cannot be cast from the back of an asperii so engaged). They also bite, tending to aim for the wings and faces of opponents.

A very rare subspecies known as "noble" asperii exists, and are varicolored and iridescent (like polished abalone shell). They have 9" range *telepathy* of sufficient mental force to exert a suggestion spell on creatures of 3 HD or less. These creatures often lead groups of wild asperii.